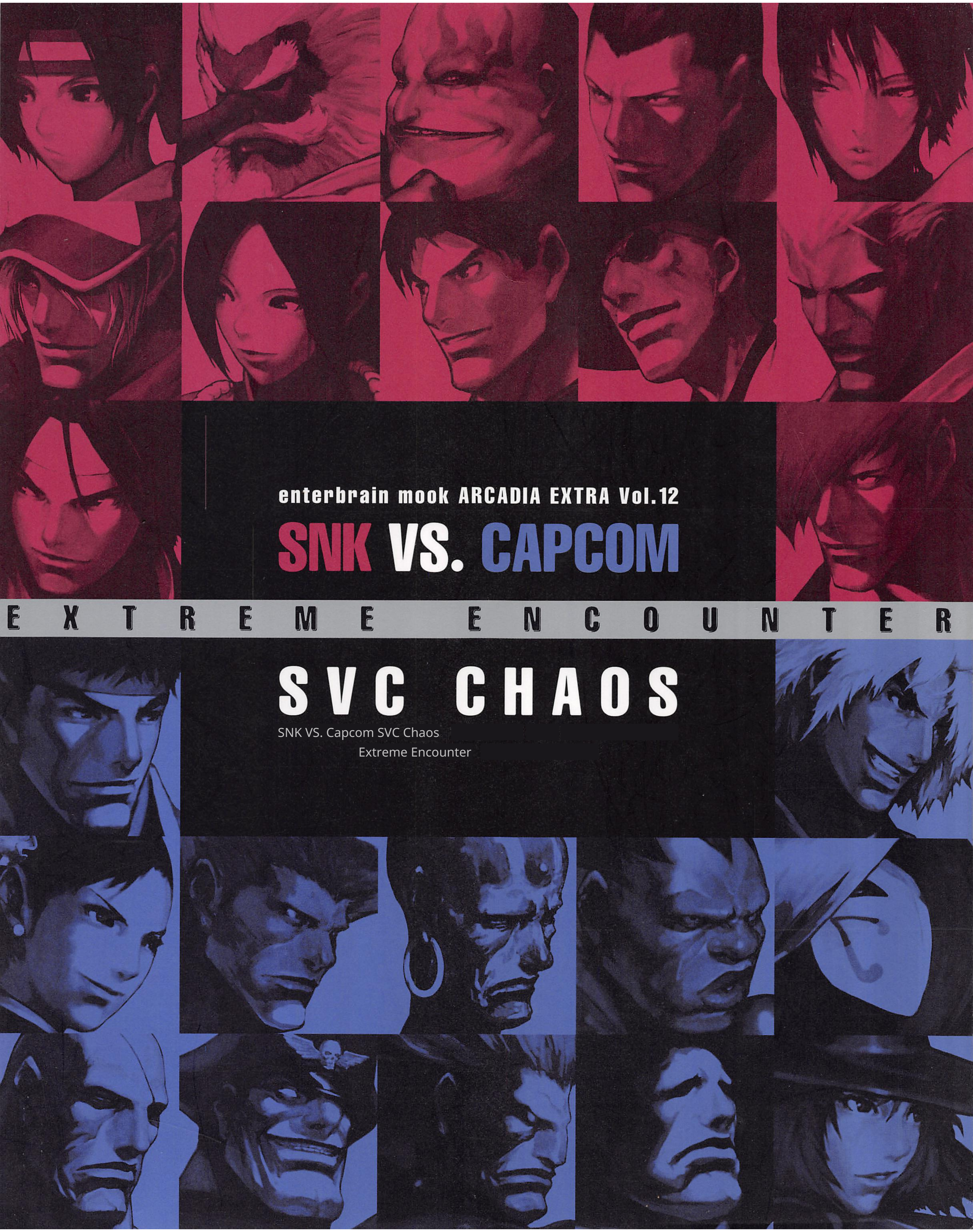


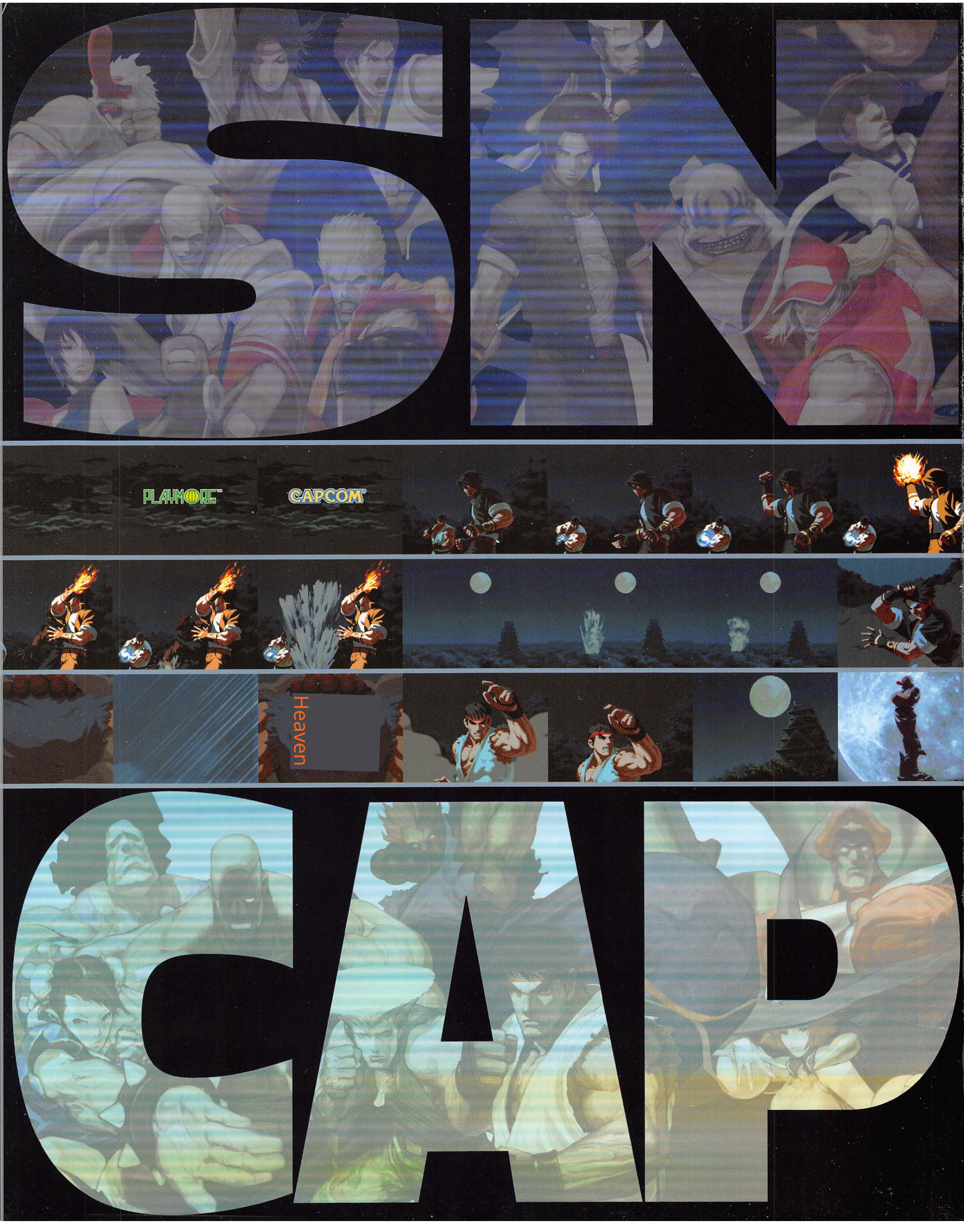
enterbrain mook ARCADIA EXTRA Vol.12

SNK VS. CAPCOM

EXTREME ENCOUNTER

SVC CHAOS

SNK VS. Capcom SVC Chaos [redacted]
Extreme Encounter [redacted]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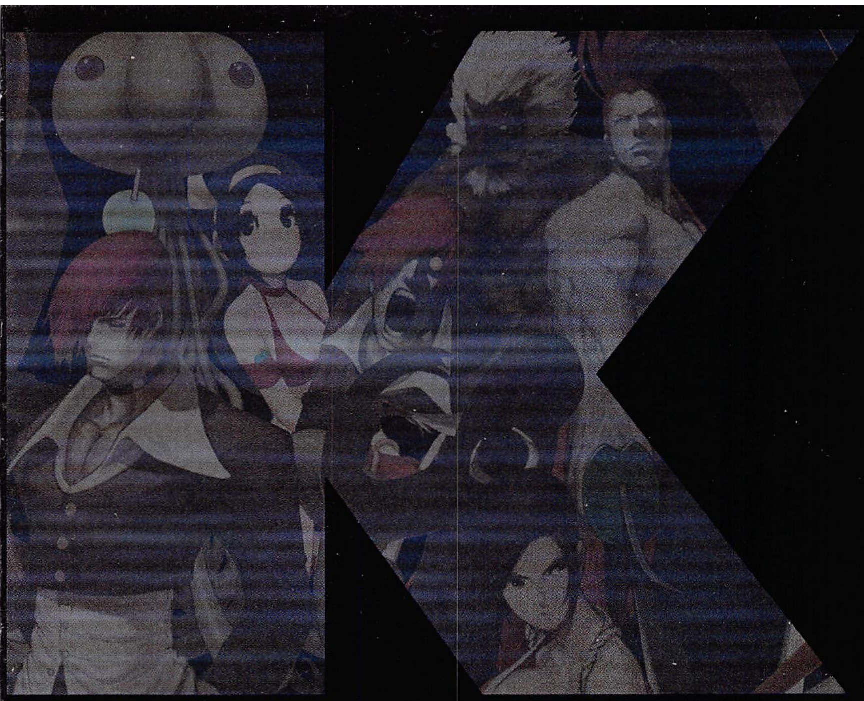

The tension of the first clash of fists, the weight of a single strike, the impatience when aiming for a comeback counter... To invoke that primal urge in every match, the characters from the two major 2D fighting game makers have gathered together. Overcome the "Ultimate Battle" (EXTREME ENCOUNTER) and strive alone to reach the top of the world. Who will seize the number one spot? Only your fingertips hold the answer.

Note
SVC CHAOS
SVC CHAOS
SNK CAPCOM
TM
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CONTENTS Table of Contents

SNK vs. Capcom
SVC CHAOs
Extreme Encounter

BASIS: Fundamentals

How to Read This Book 004
Terminology Explanation 005
Basic Gameplay 006
Groove Power Gauge / Cancel Anywhere 008
Super Cancel 009
Guard Cancel 010
Normal Throw Escape 011
Counter Hit / Guard Crush / "SVC Chaos" Compendium 012

CHARACTERS Character Section

● SNK Side

Kyo Kusanagi 014
Iori Yagami 018
Terry Bogard 022
Mai Shiranui 026
Kim 030
Choi Bounge 034
Ryo Sakazaki 038
Kasumi Toudou 042
Mr. Karate 046
Earthquake 050
Gagami Genjurō 054
Color 058
Ge-Nitz 062
Geese Howard 066
Mars People 070
Tsuki no Yoru Orochi no Chi ni Kurufuiori 074

Character Voice List: SNK Edition 078
Victory Message Collection SNK Edition 081

● CAPCOM Side

Ryu 082
Ken 086
Chun-Li 090
Guile 094
Dhalsim 098
M. Bison 102
Balrog 106
Sagat 110
Vega 114
Gouki (Akuma) 118
Hugo 122
Tabasa (Tabasa) 126
Fire-Arrow Projectile 130
Demitri Maximoff 134
Rockman Zero 138
Brainwashed Ken 142

Character Voice List — Capcom Edition 146
Victory Message Collection — Capcom Edition 149

Mr. Karate in Serious Mode 150
Shin Gouki (True Akuma) 152
Athena 154
Red Arremer 156
Strategy vs. CPU 158
Ending Collection 160
SBC Sweet Bliss Colosseum 168
THE KING of MONSTERS & ANIMALS 170
Background CG Showcase 172
"SVC Chaos" Phenomena Collection 174

TACTICS Strategy Guide

●SNK

Kyo Kusanagi / Iori Yagami 176
Terry Bogard / Mai Shiranui 177
Kim Choi Bounge 178
Ryo Sakazaki / Kasumi Toudou 179
Mr. Karate / Earthquake 180
Gagami Genjurō / Color 181
Ge-Nitz / Geese Howard 182
Mars People / Tsuki no Yoru Orochi no Chiniku Rufiori 183

●CAPCOM

Ryuken 184
Chun-Li / Guile 185
Dhalsim / M. Bison 186
Balrog / Sagat 187
Bison / Akuma 188
Hugo / Tabasa 189
Kabuki Fire Shot / Dimitri Maximoff 190
Rockman Zero / Brainwashed Ken 191
Game System Related Data Collection 192

MATERIALS - Materials Section

Move Data

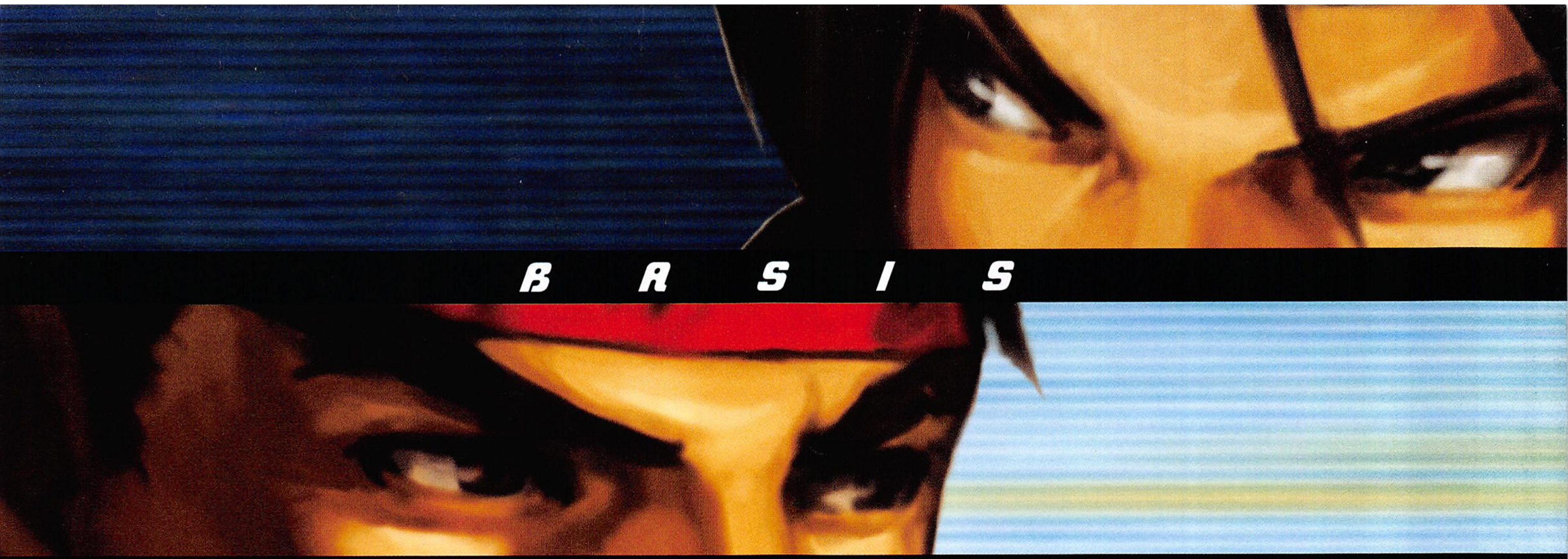
Kyo Kusanagi / Iori Yagami / Terry Bogard / Mai Shiranui 194
Kim Choi Bonge / Ryo Sakazaki / Kasumi Toudou 195
Mr. Karate / Earthquake / Gai Shinnosuke (Gashink Genjūrō) / Iro 196
Geinits (Geinitsu) / Geese Howard
/Mars People/Tsukino Yoru Orochi no Chi ni Kurufuiori 197
Ryuken / Chun-Li / Guile 198
Dhalsim / M. Bison / Balrog / Sagat 199
Vega / Akuma / Hugo / Tabasa 200
Kaihidan / Demitri Maximoff
⟋ Rockman Zero / Brainwashed Ken 201

Battle Start Message Collection

Kyo Kusanagi / Iori Yagami 202
Terry Bogard 203
Mai Shiranui 204
Kim/Choi Bounge 205
Ryo Sakazaki 206
Kasumi Toudou / Mr. Karate 207
Earthquake 208
Gagami Genjurō / Color 209
Ge-Nitz / Geese Howard 210
Mars People / Tsuki no Yoru Orochi no Chinikuru Fuiori 211
Serious Mr. Karate / Athena 212
Ryuken 213
Chun-Li / Guile 214
Dhalsim / M. Bison 215
Balrog / Sagat / Vega 216
Akuma / Hugo / Tabasa / Hibikidan (Fireball)
⟋ Demitri Maximoff / Mega Man Zero / Brainwashed Ken 217

Setting Concept Art Collection 218

SNK vs. CAPCOM
SVC CHAOS
EXTREME ENCOUNTER



BASIS

How to Read This Book 004
Terminology Explanation 005
Basic Gameplay 006
Groove Power Gauge / Cancel Anywhere 008
Super Cancel 009
Guard Cancel 010
Normal Throw Escape 011
Counter Hit / Guard Crush / "SVC Chaos" Knowledge Collection 012

Basic Edition

How to Read This Book

This book may use abbreviations and notations common to each article. To correctly understand commands and move lists, please read this page once first.

Basic Notation of This Book

Common to Each Article

In this book, lever inputs are represented by directional arrows, and button inputs are denoted by the letters A, B, C, and D. There are also abbreviations used as shown in the table on the right, so please familiarize yourself with them in advance.

For normal and special moves, each move is notated based on the command buttons used to perform it (e.g., crouch B+A). For special and super moves, those performed with A or B are considered weak, and those performed with C or D are considered strong; the notation combines that strength designation with the move name. Unless otherwise noted, commands are written assuming your character is facing to the right.

Also, for system names the book may use common abbreviations. “ガードキャンセル” → “GC”, “フロントグランドステップ” → “Front Grand Step” or “Front Step”, “どこでもキャンセル” → “Anywhere Cancel”.

A	Press the A (weak punch) button	B	Press the B (weak kick) button
C	Press the C (strong punch) button	D	Press the D (strong kick) button

+	After completing the lever input shown earlier, press the button indicated next in the notation
•	Enter the listed commands in order (simultaneous inputs are generally not accepted)
during~	Enter the command that follows during the move indicated by ~ (see the move description for timing a
(Air-usable)	If this appears after a command or move name, it can also be performed in the air.

How to Read the Move List

P014~

The way to read the data in the move list is as follows.

①Dm: The power of the move. If two values are separated by a "・", the first value refers to the weak version and the second to the strong version (applies only to special moves, super moves, and EXCEED; the same applies to other values). The total damage of the move is this value after applying modifiers described later, such as the half-value correction.

② C.Dm: Damage when a counter hit occurs. For multi-hit moves, only the power of the first hit is applied as the counter-hit damage (for fractional corrections, the second hit would be 1/2, etc.).

③ Stn: The stun value of that move. The specified numerical value (see details on p.192) If the opponent's stun exceeds (照), they will be knocked out.

④ G.C: The amount by which the opponent's guard gauge decreases when they block. If the specified value (see details on P192) is exceeded, it can trigger the opponent's guard crush.

⑤ Gd: Guard direction. "立" is standing guard, "屈" is crouching guard ("立屈" means either is acceptable), "投" is treated as a throw, and "G不" means cannot be guarded.

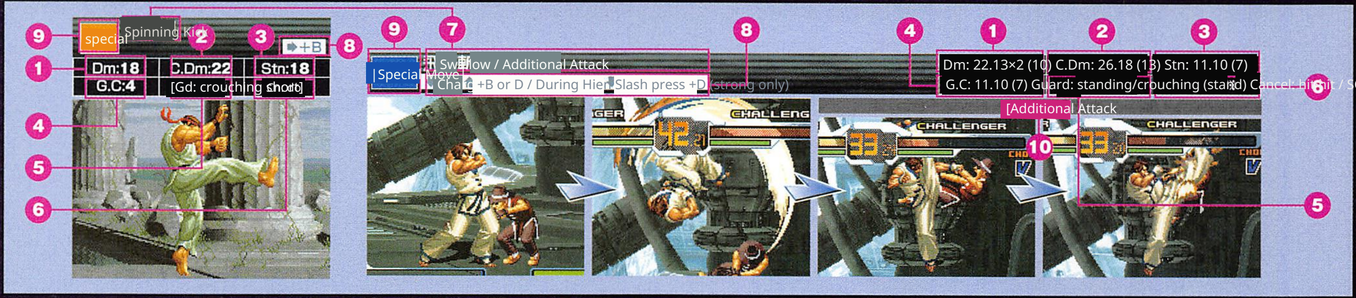
⑥ Cn: Whether the move can be canceled. "連" denotes cancelable by light attacks, "特" by special moves, "必" by special and super special moves, "超" by super special moves. "ど" indicates a move that supports wherever-cancel (cancel anywhere).

⑦⑧ Move name and its command.

⑨ The category of that move.

⑩ Notes for move illustrations where motion or number of hits differs between weak and strong versions, or where specific startup conditions ar

※ Half-value adjustment: A special calculation called the half-value adjustment is applied to the damage numbers of most multi-hit moves. This means the value is halved with each successive hit. For example, for a three-hit move shown as 10 damage per hit, the actual damage would be calculated as "8 + (8 × 1/2) + (8 × 1/4)". In the move tables, the hit count subject to this adjustment is indicated in pink (in the previous example shown as 10×3).


⑨
①
④
⑤
⑥
special
Spinning Kick
②
③
⇒+B
⑧
Dm:18
G.C:4
C.Dm:22
[Gd: crouching short]
Stn:18
⑨
⑦
⑧
Special Move
Swallow / Additional Attack
Charge +B or D / During Hien Slash press +D (strong only)
④
①
②
③
Dm: 22.13×2 (10) C.Dm: 26.18 (13) Stn: 11.10 (7)
G.C: 11.10 (7) Guard: standing/crouching (stand) Cancel: hit / SC (-)
⑥
[Additional Attack
⑩
⑤
CHALLENGER

Match Strategy Notes

P176~

The match strategy pages starting from P176 include basic tactics and combos for 32 characters, including hidden characters. In addition to the main character pages, it can be useful to read the pages for characters you struggle against as counterplay. The match strategy pages also use several abbreviations (see the table on the right). These abbreviations are mainly used when listing combos and links as shown in the table, so it is important to understand their meanings here.

On page 192, the basic data for this title (such as total health and total gauge amounts, etc.) are listed. Reading it together will be useful.

→	Connections that do not use any special system.
Ⓒ→	Link using a cancel
Ⓢ→	Link using a super cancel
ど→	Link using an anywhere cancel
{ }	The connections shown in parentheses indicate the use of rapid-button-cancel (repeated pres
( )	The moves (actions) shown in parentheses indicate that they do not hit the opponent.

Supplementary Numerical Data

P194~

From page 194 onward, the numerical data pages present various numerical values organized by character for easy reference. In addition to the values listed in the move lists, they also include more detailed numbers such as the amount of power gauge gained when a move is performed (or lands), so please be sure to look them over. They should definitely be helpful during matches.

Note that on the numerical data pages, original abbreviations and annotations may be used where necessary to improve readability. For how to read and interpret these, please refer to the Materials cover on page 193.

Terminology Explanation

This page explains the basic terminology necessary for reading this book. Some terms may be unfamiliar, but understand their meanings here so you can make full use of the book. For proper nouns related to specific systems, please refer to the individual system pages.

●Tate-mi (Counter Stance)

A general term for techniques in which the defender takes a stance to absorb an opponent's attack and then counterattacks when struck. Originally refers to striking techniques, but in this book it is used in the above, broader sense for convenience. Depending on the technique, the types of attacks that can be absorbed and the timing vary.

●Screen Fade

An effect where the stage background darkens when a super move is performed (this also includes the bluish-white background effect during EXCEED). During this period, the character who had the move performed on them is forcibly unable to move.

●Moving Throw

Collective term for moves that begin with a preparatory action like running or dashing and then throw when close to the opponent. Examples include Akuma's Shun Goku Satsu and Demitri's Midnight Bliss.

● Guard Point

A property assigned to some moves that automatically blocks an opponent's attack when it is struck. It is sometimes called “strike defense.” Even if a Guard Point stops an opponent's attack, the move's own animation continues afterward, but it still takes chipped damage. The locations or body parts where a Guard Point is set (i.e., which opponent moves it can intercept) vary depending on the move.

Ta Po Toku

Attack Determination

The guard contained within the animation of a specific move of

By making skillful use of points, you can catch the opponent off guard.

You can also develop offensive pressure using it.

● Guaranteed

A situation in which that action is guaranteed to connect. If “counterattack is guaranteed,” it means some form of counterattack will certainly be in time; if “○ is guaranteed,” it means that under that situation the move ○○ will definitely hit.

● Counter Hit

A situation where, during the startup or active frames of certain special moves or command moves, the opponent's attack lands. When a counter hit is achieved, various additional effects occur, such as increased damage or enabling follow-up attacks.

●Air Cancel (Empty Cancel)

To cancel a normal or special move while performing an empty swing. In this game, the cancel timing does not change whether the move hits or whiffs, so you can perform an empty cancel after the attack's hitbox is generated. Generally, you cannot empty-cancel before the attack's hitbox appears.

●Air jump

To jump in and land without performing any move while in the air. Mainly used to make the opponent wary of a jump attack and force them into a standing-guard state, then upon landing pressure them with low attacks or throws as a choice.

●Low (attack)

A strike that cannot be blocked by standing guard.

▶Stun

The period during which a character cannot act, such as after performing a move or after blocking an opponent's attack. The latter is commonly referred to as "guard stun."

●Duration

The length or duration of the portion (motion) that has an effect. If it says "the move has a long duration," it means the time during which the attack-active portion is present is long. Also, if it states "invincibility lasts until after the attack occurs," it indicates that an invincible state continues from the start of the move until after the attack becomes active.

●Jump prevention

Throw out a move that will hit just after the opponent jumps to preemptively stop them from jumping in. Moves used for this purpose tend to have a high attack position (making them likely to hit opponents who are mid-jump) and a low risk if they miss.

● To whiff

Adjust the distance to your opponent to make their attack whiff or use the properties or posture of a move to evade it.

● Strike Throw

A general term for unblockable moves that can be performed under the same conditions as throws. Unlike throws, which are confirmed as soon as their conditions are met, strike throws are strikes and can have their startup interrupted.

● Mid-level (Attack)

A strike that cannot be blocked by crouching guard.

● Two-choice

Abbreviation of "binary choice." A tactic that forces the opponent to choose a defensive option by switching between two moves that require different responses. Typical two-choices are mid attack or low attack, and thr

●Ascent

When a move is performed immediately after jumping, it is used in forms such as "rising jump D" or "when performed on the rise...".

●Startup

The speed from the start of a move's animation until its attack hitbox appears, expressed as phrases like "fast startup (or slow)". "Quick to come out (or slow)" carries the same meaning.

● Counter

To land our attack while the opponent is in recovery from their action.

●Strong hitbox/priority)

When moves clash, this term is used for techniques that tend to win out. Generally, moves with stronger priority often have features such as "a wide effective attack range" and "a smaller hitbox that can be struck during the move" (i.e., a reduced hurtbox while performing the action).

●Meat-grind timing

A term describing linking moves. Without using systems like cancels, it refers to timing the next move so that it comes out immediately after the previous move's recovery ends.

●Rapid-press cancel

A system in which the recovery animation of a weak attack is canceled by performing another weak attack.

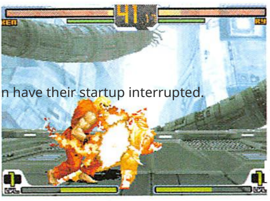
● Lock-type

When it hits, regardless of the situation at that time, it fixes the opponent into a predete

and allows you to follow up with an attack.

● Interruption

To stop an opponent's string (between attacks) by inserting a move so as to interrupt that sequence.



For interruption, it is common to choose moves that have fast startup and invincibility frames.

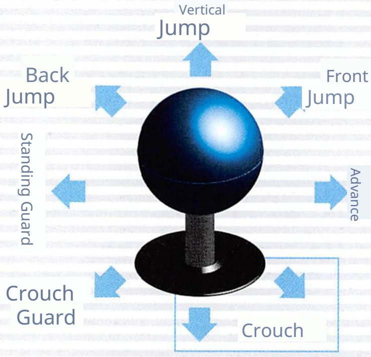
Remember before playing

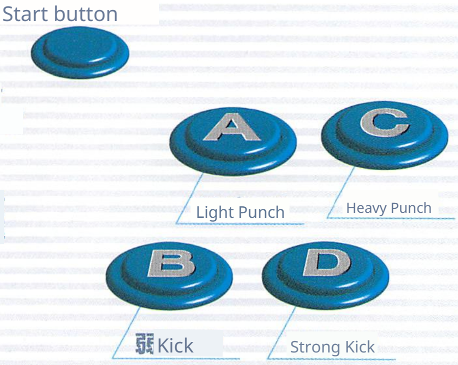
Basic Gameplay

The control scheme underpins the act of playing the game. Whether you are new or already familiar, it's a good idea to review the controls once as a refresher.

Text: Pachi

Lever operation





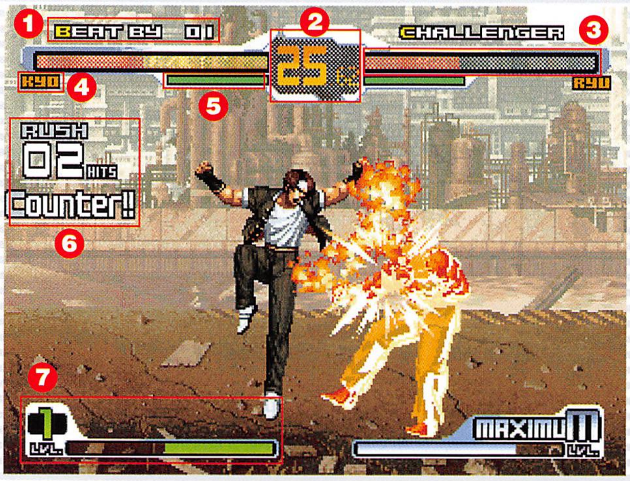
Flow Up to the Game

First, the controls are explained, and then you enter the character selection screen. Note that the selection time is fairly short at 15 seconds, so be careful. If you hold the Start button while pressing a button you can random select; pressing the Punch button selects Player 1, and pressing the Kick button selects Player 2 and allows color selection. Furthermore, while holding the Start button, input a specific command and then press a button to select a hidden character (see commands below).

PLAYER SELECT
10
KYO
RYU

For character placement, remember that SNK are on the left and Capcom are on the right—this should reduce mistakes when choosing characters.

How to Read the Screen



① Win Streak / Play Time

In versus matches, the side that is currently on a winning streak will show BEAT BY ○○ (win streak), while an entering player will see CHALLENGER displayed. If both players start the match at the same time, CHALLENGER will be shown for both. In CPU matches, WIN ○○ (win streak) is shown on the left side, and play time is displayed on the right side (next to the timer).

Whether in versus or CPU matches, the win streak is always displayed, making it convenient for finding strong opponents.

② Match Time

Indicates the remaining time for that round. At the start of the round it begins from 60 counts, and when time runs out the player with the greate remaining health wins (if equal, it is a draw; if each player has taken one round, it becomes the final round).

③ Health Gauge

A gauge that represents a character's health. There are two bars, yellow and red. When the first yellow bar is depleted, the second red bar begins to decrease. When it turns red, EXCEED can be used; if this gauge is fully depleted, the character is K.O.'d and loses. Also, the final round starts from one-quarter of the red gauge.

④ Character Name

The name of the selected character. When EXCEED is available, the name will blink.

⑤ Guard Gauge

Guarding against attacks depletes this gauge; when it reaches 0 a guard crush occurs, leaving the character vulnerable for a certain period. The gauge also slowly recovers over time.

⑥ Various message displays

The number of consecutive hits (from the second hit onward), counter hits, and when a guard crush is induced, the relevant information is displayed at the moment the phenomenon occurs. Counter hits are important, so you should be able to check them when they appear.

⑦ Groove Power Gauge

Gauge and level status required to perform certain actions such as super special moves. It increases when you land normal moves or use special moves, and when it fills up it automatically triggers a MAX activation. While MAX is active, it runs on a timer and decreases based on specific actions and time.

How to Use Hidden Characters

Ge-Nitz

While holding the Start button
↓↓↓→↓ kai kai kai + button

Fire-Arrow Projectile

While holding the Start button
↓←←←←←←← + button

Geese Howard

While holding the Start button
←←←↓←↑→↑ + button

Demitri Maximoff

While holding the Start button
→→→←↑→↓↑ + button

Mars People

While holding the Start button
↑↓→→→↑↓←← ↓ + button

Brainwashed Ken

While holding the Start button
↑↑↓←←→←↑ + button

Tsuki no Yoru Orochi no Chi Nikulfi Ori

Press the Start button while
Forward + button

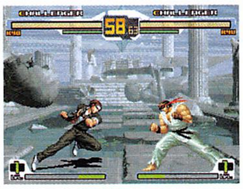
Rockman Zero

Press the Start button while
↑→→←←↓↑↑↑→ + button

Special Operations

Front Ground Step

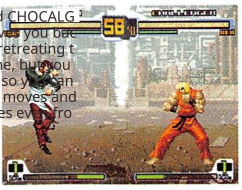
➡➡



Quickly advance forward a set distance. You cannot stop or guard during the action, but you can perform moves. Also, if you jump during the action, it will always become a high jump.

Backstep

|Huì H[redacted]



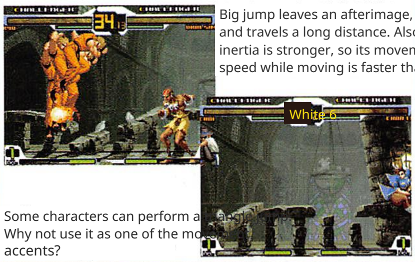
Quickly jump backward CHOCALG -SHERMA This action moves you back a fixed distance. While retreating there is no invincibility time, but you are considered airborne, so you can perform airborne special moves and airborne command moves even from low positions.

High Jump

After briefly inputting down or down-back or down-forward, or during a Front Grand Step input up or up-forw

Unlike a normal jump, the high jump, which leaves an afterimage, is executed by briefly pressing down (or down-back/down-forward) before pushing the lever upward (or up-forward/up-back), or by pressing up during a Front Grand Step. The high jump covers more distance and has faster movement speed than a normal jump.

Note: Some characters such as Choi and Chun-Li can perform a triangle jump by kicking off the stage edge (during a jump, input the lever direction away from the wall when near the edge).

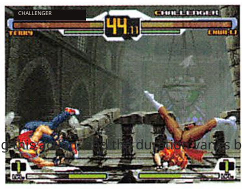


Big jump leaves an afterimage, and travels a long distance. Also, its inertia is stronger, so its movement speed while moving is faster than normal.

Some characters can perform a triangle jump. Why not use it as one of the mo[illegible] accents?

Get-up

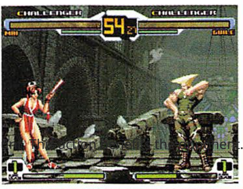
Press A and B simultaneously just before hitting the ground



After being knocked down by the opponent, if you press A and B at the same time just before you hit the ground, you will perform a get-up (some knockdowns cannot be recovered from). You are completely invincible during this action, and the duration varies by character.

Taunt

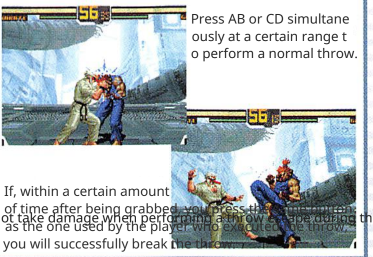
Start button



Perform a gesture to taunt the opponent. The action can be canceled into movement or attacks during its animation, and when the animation finishes or is canceled, the opponent's power gauge increases by a certain amount. This action benefits the opponent.

Normal throw: When close, press A and B or C and D[redacted]y ➡P011

Throw escape: At the moment you are hit by a normal throw, input the same throw command as your opponent. Normal throws are a method to break guard and there are two types of normal throws: AB and CD throws. AB throws grab the opponent in front, CD throws grab from behind. If you are grabbed by a normal throw, you can attempt a throw escape by pressing the same throw buttons within a certain time after being grabbed, so remember that. When the opponent cannot be thrown, inputting a normal throw outside of throw range will cause a Scarimo-shon (push-away motion) to occur. Although this action has small vulnerability, it consumes a certain amount of the power gauge. When a throw escape succeeds, it pushes the opponent away. Note: You do not take damage when performing a throw escape during the attack's recovery.



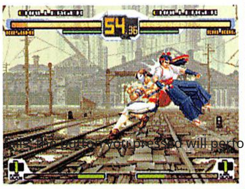
Press AB or CD simultaneously at a certain range to perform a normal throw.

If, within a certain amount of time after being grabbed, you press the same button as the one used by the player who executed the throw, you will successfully break the throw.

Air throw

➡P011

In the air, when close, press AB or CD simultaneously (some characters only)



Some characters only can use an air throw An air throw is a grab move that seizes an opponent in the air; unlike the ground version, it cannot be escaped by throw escape. Also, there is no throw-fail animation; if the throw fails, the button you pressed will perform its normal move.

Guard Cancel Front Step

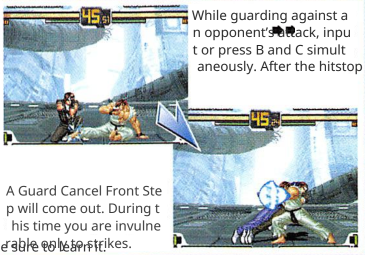
➡P010

While guarding, press forward or B and C simultaneously

It is common to input forward or B and C simultaneously while guarding, or to press B and C together. When input, it cancels the guard recovery and produces a special front step. The window for accepting the input starts from the moment you guard and lasts until the hit stop ends plus a certain time, which is fairly long.

During the action there is technically a grab-able state, but it is invincible to strikes. Also, from partway through the action you can cancel into an attack or a jump; once you cancel, the strike invincibility ends. This is an important system

This action consumes a certain amount of the Power Gauge, and the required input is small when performed, so be sure to learn it.



While guarding against an opponent's attack, input or press B and C simultaneously. After the hitstop ends....

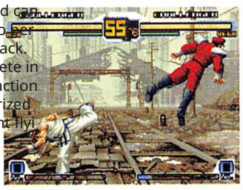
A Guard Cancel Front Step will come out. During this time you are invulnerable only to strikes.

Guard Cancel Attack

➡P010

While guarding, press C and D simultaneously

Consumes 1 level of the power gauge and cancels the guard motion to perform a zero-damage attack. The move grants complete invulnerability during its action and, on hit, is characterized by sending the opponent flying far away.

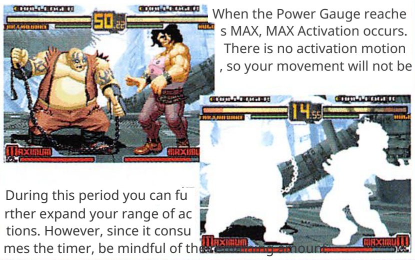


Groove Power Gauge

➡P008

The gauge required to perform certain actions such as super moves or Guard Cancels. It increases when you hit the opponent with a normal move, whiff, land, or taunt with a special move, or perform similar actions.

The Power Gauge has three levels: Lv1, Lv2, and MAX. When it reaches MAX, MAX Activation occurs automatically, and during MAX Activation you can perform Cancels and Super Cancels from anywhere. While MAX Activation is active, the Power Gauge functions as a timer and decreases over time. Also, performing actions like Cancels or Super Cancels consumes a certain amount of the timer. When this time runs out, the Power Gauge returns to Lv2 (it also returns to Lv2 at the end of the round).



When the Power Gauge reaches MAX, MAX Activation occurs. There is no activation motion, so your movement will not be interrupted by it.

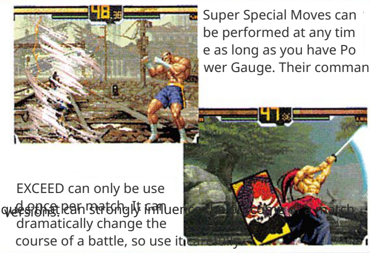
During this period you can further expand your range of actions. However, since it consumes the timer, be mindful of the remaining amount.

Super Special Move: Input any command [redacted]

EXCEED: Input any command when health is below a certain threshold

Super Special Moves are powerful special attacks that consume one level of the Power Gauge. While MAX is active, they only consume a fixed amount of the Power Gauge, allowing them to be used about two to three times. Overall they have high attack power and are easy to incorporate into combos. Note that many of them change properties between weak and strong versions.

EXCEED is the pinnacle special move that can be performed without a Power Gauge when the health gauge is at half or below. However, it can only be used once per match, and its effects and performance vary widely depending on the character. Many EXCEED moves are highly effective and deliver strong damage. They are techniques that can strongly influence the outcome of a match.



Super Special Moves can be performed at any time as long as you have Power Gauge. Their command inputs are somewhat cor

EXCEED can only be used once per match. It can dramatically change the course of a battle, so use it carefully.

➡P008

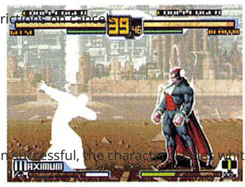
Cancelable Anywhere: While MAX is active, input the corresponding special move immediately after lan[redacted]mal attack

Super Cancel: While MAX is active, input a super special move or EXCEED immediately after landing the corresponding specia[redacted]

Both can be used while MAX is active, and each action consumes a certain amount of timer. The amount of timer consumed by the timer depends on the cancel type: Anywhere Cancel (hereafter "Any-Cancel") uses about 2/10 of one Power Gauge level, while Super Cancel uses about 6/10 of one Power Gauge level. Any-Cancel allows you to cancel normal moves, special moves, and command normals that normally cannot be canceled with the corresponding special move; when successful, the character flashes white.

The character briefly flashes white. There are restrictions on cancels. Although limited, it enables the creation of various links and combos.

Super Cancel lets you cancel a special move into a Super Move or EXCEED by inputting the command immediately after landing certain special moves. Like Any-Cancel, the character flashes white on success.



Use them strategically and deliberately.

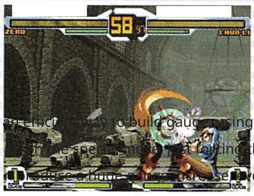
Groove Power Gauge

The presence or absence of the Power Gauge is essential for increasing combo damage, for defense and offense using GC and Front Step, and for both protection and aggression. Understand its characteristics and usage, and incorporate it into your strategy.

Text : Ken-chan

How the Power Gauge Fills

The Power Gauge is an important system for both offense and defense, so you should be sure to learn its characteristics. Basically, there are four actions on the right table that increase it. In particular, the amounts gained from ① and ② are relatively large, so the more you attack or take actions, the more Power Gauge you will naturally accumulate. For ①, strong attacks increase the gauge more than weak attacks, and especially strong multi-hit attacks that connect on guard can build up a considerable amount of gauge. Also, as an efficient way to build gauge, using ② is effective; depending on the special move, just forcing the opponent to block can produce a huge gauge increase even for special moves with little recovery. If a move has little recovery,



you should make use of it.

Continuing to whiff moves

Actions that change the Power Gauge

Actions that increase the Power Gauge

① Make an attack hit or be guarded
② Use a special move
③ Receive or guard against an opponent's attack
※③ has a small increase amount

Actions that consume the power gauge

1. Super Special Moves
2. Guard Cancel Front Step
3. Guard Cancel Attack
4. Whiffed Normal Throw

These are important techniques. Actions that consume the power gauge include super special moves and various guard cancels. These elements are essential for winning matches; having more gauge allows you to gain an advantage in battle.

For the mechanism and rules of MAX activation, please refer to the boxed note on the right.

About MAX Activation

When the Power Gauge becomes full, it automatically enters MAX activation state. At that time, the Power Gauge converts into a timer; when the timer runs out or the round ends, it returns to Lv2. The timer decreases over time, and certain actions that consume the Power Gauge listed in the left table or using a Anywhere Cancel will also consume a fixed amount. However, as long as even a small amount of the timer remains, these actions are possible. Please refer to the rules below for behavior during MAX activation. Rules during MAX activation

1) Super moves and Guard Cancels can be used by consuming the timer (consumption is about half that of the normal Power Gauge) 2) It becomes possible to cancel various strike moves into their corresponding moves using the "Anywhere Cancel" (consumes a certain amount of the timer) 3) It becomes possible to perform "Super Cancel," canceling corresponding special moves in 4) During MAX activation, the damage of special moves is reduced by a 75% modifier (except for super moves and EXCEED)

Powering up combos and strings

Anywhere Cancel

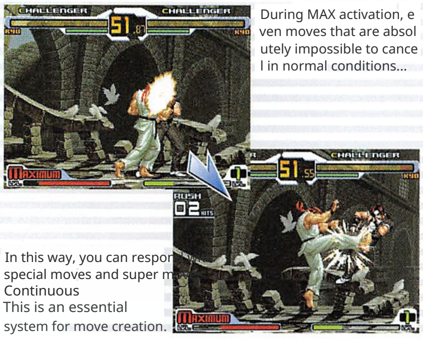
Text : Ken-chan

System #1 that can only be used during MAX activation. It enables canceling a special move into another special move, making it an indispensable technique for creating combos.

How Anywhere Cancel works

Anywhere Cancel (hereafter "Any-Cancel") is a system available only while MAX is active. It allows you to cancel normal strike moves that normally cannot be canceled into special moves or unique moves. Each character has several corresponding moves set up, and those corresponding moves can be canceled into from most strike moves (projectiles cannot be canceled). Note that you cannot cancel into every special or unique move that a strike might suggest—be careful.

When you use Any-Cancel, it consumes a certain amount of the MAX activation timer regardless of the type of special move used. Also, if you repeat Any-Cancel quickly, you can use it up to a maximum of seven times.



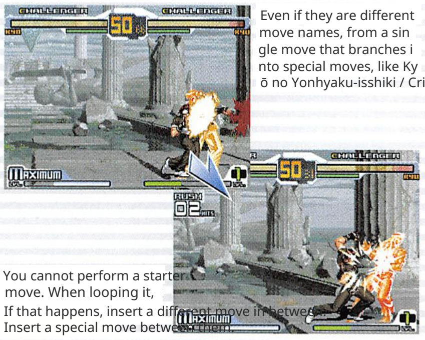
During MAX activation, even moves that are absolutely impossible to cancel in normal conditions...

In this way, you can respon
special moves and super m
Continuous
This is an essential
system for move creation.

Notes on "Anywhere Cancel"

When you use an anywhere cancel, the damage of normal and special moves is subject to a 50% modifier (special moves receive a 75% modifier during MAX activation). Keep this in mind.

There are also several situations where even anywhere-cancel-compatible moves cannot be used. First: "the same special move cannot be performed consecutively." In addition, from derivative special moves like Kyo's Poison Bite → Sinner's Chant, you cannot start with the initiating Poison Bite again. Second: "You cannot use a response move from an attack treated as a projectile." Third: Even if a special move was performed on the ground, "once you move into the air, you can only use response moves that are usable in the air." Incidentally, there are moves whose properties change when used as an anywhere cancel, such as Ryu's +B.



Even if they are different move names, from a single move that branches into special moves, like Kyō no Yonhyaku-isshiki / Crime Cantation...

You cannot perform a starter move. When looping it,
If that happens, insert a different move in between.
Insert a special move between them.

How Anywhere Cancel works

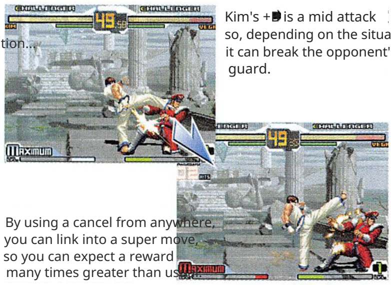
A system that cancels strike moves into their corresponding special or super moves (normal moves can be anywhere-canceled even if they whiff)

Most strike moves can be canceled regardless of move type (normal move, special move, etc.)

Only certain moves that support Anywhere Cancel can be produced via cancels

Examples of Anywhere Cancel usage

Generally, special moves with mid-hitbox properties cannot be canceled, but by using Anywhere Cancel you can link into the corresponding moves. Therefore, for some characters the damage from mixups can increase significantly: between low-starting rekkas like crouching B and mid-starting Anywhere Cancel combos. Also effective is using Anywhere Cancel after a high-recovery special move to link into a low-recovery move and cover the recovery. It's applicable not only to combos but also defensively, so you should learn and master the moves your character can convert into.



Kim's +B is a mid attack so, depending on the situation, it can break the opponent's crouch guard.

By using a cancel from anywhere, you can link into a super move, so you can expect a reward many times greater than usual.

Learn combo-closing moves to aim for a dramatic comeback

Super Cancel

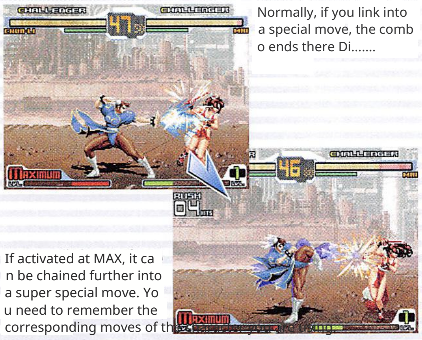
Text Ken-chan

System No.2 that can only be performed during MAX activation. It's a powerful technique that cancels a special move to で、 produce a super move — one you'll want to incorporate as the finisher of a combo.

Mechanics of Super Cancel

Super Cancel is a system, available only during MAX activation, that cancels a compatible special move to perform a super move or EXCEED. Unlike place-based cancels, the super move itself does not receive damage scaling, making this an important technique when creating high-damage combos.

It consumes the same amount of timer as when using a super move, but there is no additional timer cost for having used a Super Cancel. Incidentally, linking into EXCEED consumes no timer at all, so you can use it without worrying about the remaining gauge.

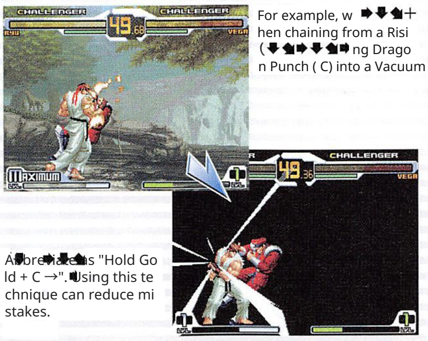


Normally, if you link into a special move, the combo ends there Di.......

If activated at MAX, it can be chained further into a super special move. You need to remember the corresponding moves of the character you are using.

Command Input Tips

Super move commands are often complex, and the cancel window is relatively short, so you should simplify command inputs as much as possible. For example, when part of a command is duplicated like "Gold+C → + A," you only need to input "+C → +A." There are many cancel patterns where commands duplicate, such as "Body+A → Gold Gold Gold+B" or "Gold+B → Gold +C," so use simplified inputs whenever possible to reduce input mistakes.



For example, when chaining from a Rising Dragon Punch (C) into a Vacuum Hadoken (C), ...

Abbreviate as "Hold Gold + C →". Using this technique can reduce mistakes.

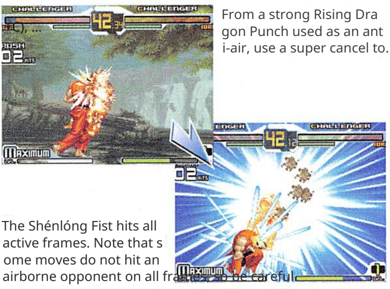
Nature of Super Cancels

- ● A system that cancels a special move to perform a super special move or EXCEED
- ● Only certain special moves that support super canceling can be canceled
- ● Super-canceled super special moves or EXCEEDs generally have no particular restrictions, except those based on the character's state (such as position or height limitations)
- ● Using a super cancel does not consume any timer

Example of using a super cancel

● Ken: Strong Rising Dragon Punch (second hit) → Shindenken

A combo that uses a strong Rising Dragon Punch as an anti-air and finishes with Shindenken via a super cancel. Depending on the move performed by the super cancel, some attacks may not hit all hits on an airborne opponent. Also, special moves performed on the ground that cause the character to move into the air can only be canceled into super special moves or EXCEEDs that can be performed in the air.



From a strong Rising Dragon Punch used as an anti-air, use a super cancel to...

The Shénlóng Fist hits all active frames. Note that some moves do not hit an airborne opponent on all frames, so be careful.

Super Cancel-Compatible Moves

For moves with a limited number of cancellable hits, indicate the number of cancellable hits in parentheses after the move name. For multi-hit moves, test them at close range against grounded opponents. A △ after the move name indicates that it does not hit on all frames.

Character Na	Super Cancel-Compatible Mo	Multi-hit super move, no EXCEED	Note
Kyo	Weak Oni-Yaki		
	Strong Oni-Grill (only 1st hit)	Strong Great Serpent Reap, Weak 182 Style, No Style	※1
Iori	Weak Grill	None	
	Strong Demon Roast (only 1st–2nd hits)	Hachiwaka	※2
	Kotozuki Shadow (only 1st hit)	Hachiwaka, Weak Analyzer Claw Comb	※3
Terry	Round Wave	Power Geyser, High Angle Geyser (△), *4 Buster Wolf (△) Rising Beat	
	Rising Tackle (first hit only)	(Power Geyser whiff~) Twin Geyser, *4 High Angle Geyser (△), Rising Beat	
Mai	Strong Dragon Flame Dance (first hit only)	Waterfowl Dance	
	Lonely Eagle Dance (first hit of the additional attack only)	None*5	
Kim	弱覇気Leg	Phoenix Kick	※6
	Weak Half-Moon Slash	All	※2
	Strong斬Swallow (Only first hit)	All	
	Light triple attack (only the second-hit of the 3rd attack)	Phoenix Kick	
	Heavy triple attack (only the second-hit of the 3rd attack)	Air Phoenix Kick	※7
	Triple Empty Strike (second hit only)	Air Phoenix Kick	※7、8
Choi	Tatsumaki Shippūzan (only the first hit)	Phoenix Kick	※9
Ryo	Weak Kohou	None	
	Strong Kohō (only the first hit)	Weak Haō Shōkōken, Ryūko Ranbu, Tenchi Hakōken	※2
	Tiger Crush Gale Fist (Weak 1~ 2nd hit, Strong 1st hit)	Weak Haō Shōkōken, Ryūko Ranbu, Tenchi Hakōken	※2
	Tiger Gale Fist (Strong 2nd hit)	Heaven-and-Earth Overbearing Fist	
Kasumi	Tornado Spear Strike (Weak 1–2 hits, Strong 1–3 hits)	Super overlap hit, Shiranui	

Character Na	Super Cancel Compatible Mov	Multi-hit Super Move, no EXCEED	Note
Kasumi	Tornado Spear Strike (weak 4th hit, strong 4th hit)		
	Momoka Shirayama	None	※10
Mr. Karate	Fierce Tiger Buraiiwa	None	
Color	Dew Purge	All	
Ryu	Rising Dragon Fist	Vacuum Hadouken, Vacuum Tornado Whirlwind Kick (△), True Shoryuken	※11
Ken	Weak Rising Dragon Punch	None	
	Strong Rising Dragon Punch (only hits 1–2)	All	※12
Chun-Li	Weak Ki Fist	All	※2
Bison	Turn Punch	All	※2
Akuma	Rising Dragon Punch	Destructive Heavy Hadou, Destructive Heavy Shoryuken Instant Prison Kill	※13
Demitri	Weak Demon Cradle	None	
	Strong Demon Cradle (1st hit)	ES Chaos Flare, Midnight Bliss	※14
	Demon Cradle (1st hit during special movement)	Midnight Pleasure, Demon Flare	
	Strong Demon Cradle (2nd hit) Demon Cradle (2nd hit during special movement)	ES Chaos Flare, Demon Flare	
Brainwashed Ken	Weak Rising Dragon Punch	None	
	Strong Rising Dragon Punch (only hits 1–2)	Shenlong Fist 九頭龍裂破 (Nine-Headed Dragon Crack), Shinbu Death Strike	※15
Rockman Zero	Zet Saber	Spiral Shot, Ultimate Saber	
	Charged Slash	Spiral Shot	

Note 1: Kyō Daija Nagi (Strong Great Serpent Scythe) only chains hits when released after a brief charge. When it hits in the air, none of the hits chain.
Note 2: On airborne hit, not all hits connect consecutively.
Note 3: On airborne hit, Strong Claw Comb also connects consecutively.
Note 4: On airborne hit, Rising Beat does not hit all frames.
Note 5: For certain characters, Waterfowl Dance connects consecutively.
※6: Can be canceled only with Phoenix Kick.
※7: The aerial Phoenix Kick of the strong version tends to hit consecutively more easily.
※8: Can be canceled only when the attack hitbox is ending and it connects at that moment.
※9: When an aerial hit occurs at the screen edge, the True Super Tornado Vacuum Slash also hits consecutively.
Can be canceled into Burning Death even after rising (does not hit consecutively). ※10: Within a limited range, from the first hit the super-overlap can hit consec
※11: On aerial hit, the Vacuum Tornado Whirlkick does not hit consecutively, and unless pulled in, the Vacuum Hadou
※12: On aerial hit, except for Shenlong Fist, not all hits connect.
※ 13: On aerial hit, the Deathly Rising Dragon does not have all hits connect, and the Instant Prison Kill (瞬獄殺) does n
※14: ES Chaos Flare and Demon Flare will whiff when used at point-blank
※15: On aerial hit, 九頭龍裂破 (Nine-Headed Dragon Crack) does not have

The most important system in this work!

Guard Cancel

Guard Cancel Front Step is the crucial system at the core of mind games in this title.

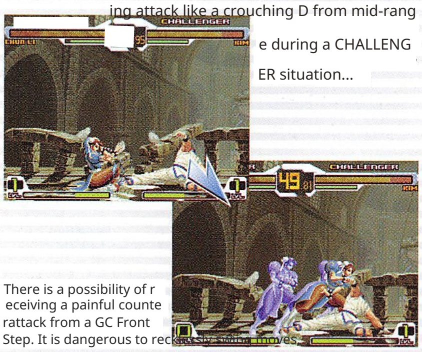
You cannot expect to win without mastering its use.

Text: Hameko.

Basic properties of each action

● Guard Cancel Front Step

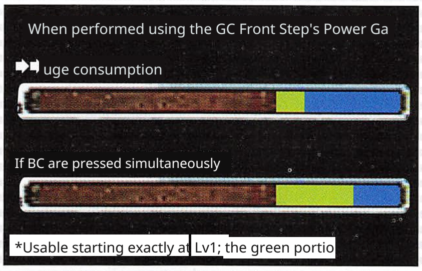
If you input or press BC together im➡➡diately after guarding an opponent's attack, you cancel guard stun after hit stop ends and transition into a Front Step with a blue afterimage. Using it requires a certain amount of the Power Gauge, but while in the Front Step you are invulnerable to strikes (there is still a throw hitbox), and after a set time you can cancel it into a normal Front Step by jumping or performing an attack. However, you are not invulnerable at the moment of cancel, so if you recklessly use a large-opening attack like a crouching D from mid-range during a CHALLENGER situation... Keep in mind that it will end up happening.


There is a possibility of receiving a painful counterattack from a GC Front Step. It is dangerous to recklessly swing moves.

The power gauge consumption amounts are as sh➡➡ in the figure below, and using the input method consumes less than pressing B and C simultaneously, which is an advantage. The proportion relative to one Power Gauge Level➡➡ about 20% for the input method and about 60% for pressing➡➡and C simultaneously. Using only the input method alone may seem sufficient, but there are situations where pressing B and C together is useful. Refer to the right for when to use each.

● Guard Cancel Attack

Immediately after guarding an opponent's attack, press C and D simultaneously to perform a move that flashes white and is unique to each character. It deals no damage, but the invincibility against strikes continues until the move comes out, so use it when you want to reliably turn the tables. However, it consumes a full Level 1 of the Power Gauge, so the cost is relatively high.


When performed using the GC Front Step's Power Ga➡➡uge consumption

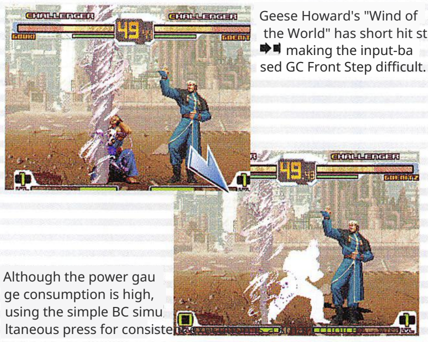
If BC are pressed simultaneously

*Usable starting exactly at Lv1; the green portion is the consumption amount

Usage distinctions among the various Guard Cancels

The bas➡➡ption is the input-based GC Front Step, but for light attacks with short guard stun or attacks with short hit stop, the input window for the GC Front Step is brief. For these moves, use the BC simultaneous press input, which is easier to perform. Also, when you want to incorporate a charge-type special move into the counterattack after a GC Front Step, the BC simultaneous press input is more convenient since it does not require a lever input.

Use Guard Cancel Attacks when you want to reliably turn the tables. If they hit, you can recover a certain amount of guard gauge.

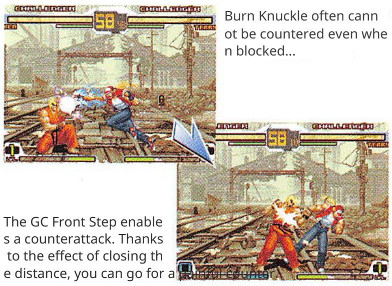

Geese Howard's "Wind of the World" has short hit stop, ➡➡ making the input-based GC Front Step difficult.

Although the power gauge consumption is high, using the simple BC simultaneous press for consistent execution is a smart choice.

GC Front Step Knowledge 1: Using it for counters

The Guard Cancel Front Step (hereafter GC Front Step) is very effective at reducing guard stun when used against strong attacks or special moves that leave long guard recovery. By exploiting this trait, you can land counters in most cases against hard-to-counter rush attacks like Terry's Burn Knuckle. It also allows you to counter strong attacks that would otherwise only leave you slightly advantaged on block.

Conversely, using a GC Front Step against weak attacks often does not yield much advantage; even if you land a counter, it is usually limited to a normal throw at best and you rarely get a big punish. However, it's a different story if the character has a command throw that gains throw hitbox the instant it is executed. Mastering GC Front Step can make you overwhelmingly strong in close-quarters combat.

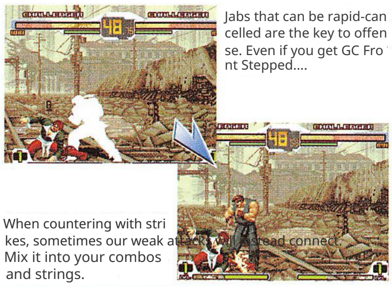

Burn Knuckle often cannot be countered even when blocked...

The GC Front Step enables a counterattack. Thanks to the effect of closing the distance, you can go for a painful counter.

GC Front Step Knowledge 2: Reading ground attacks

Because of the existence of GC Front Step, easy pokes with strong attacks can be fatal. Therefore, in ground combat the main approach becomes offense using jab strings that can be rapid-cancelled. By varying the timing of rapid-cancelled jabs you make it harder to input a GC Front Step, and even if it succeeds, unless the move that follows is fast it's difficult to punish. Additionally, your moves can sometimes beat their transition from GC Front Step into a strike. Mixing in normal throws is also effective.

However, be careful of your opponent's throws, especially command throws that gain throw hitbox the instant they are executed. They can beat even the densest sequences of offense. Against opponents who have such moves, a smart strategy is to jump away if you sense danger.


Jabs that can be rapid-cancelled are the key to offense. Even if you get GC Front Stepped....

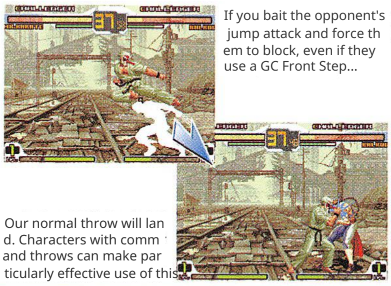
When countering with strikes, sometimes our weak attack will instead connect. Mix it into your combos and strings.

GC Front Step Knowledge 3: Mind Games Against Jump Attacks

Characters without reliable anti-air options want to use a GC Front Step agai

They want to aim for a normal throw after the GC Front Step. If the opponent tries to avoid that by jumping away, follow the GC Front Step with a strong upward attack.

At first glance the anti-air GC Front Step seems万能, but it is hard to deal with baited jumps that lead into throws or low attacks. Also, at the start of the move you are vulnerable to throws, so depending on the height at which the opponent performs a jump attack, they may land and punish you with a normal throw. However, it is difficult for the opponent to input a throw after confirming an anti-air GC Front Step, and there is a risk of failing the normal throw. Characters lacking anti-air options want to win this read.


If you bait the opponent's jump attack and force them to block, even if they use a GC Front Step...

Our normal throw will land. Characters with command throws can make particularly effective use of this.

First Step and Last Resort for Breaking Guards

Normal Throw Escape

In addition to being an important means of breaking guards, this is an excellent normal throw that serves as a counterattack from a GC Front Step. If you understand its properties, you should be able to use it even more effectively.

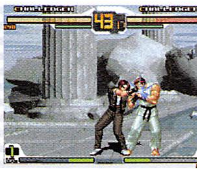
Text：MVP

Properties of the Normal Throw

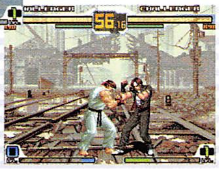
When input while the opponent is in a throwable state, it connects instantly. Pressing A and B together throws to the front, while pressing C and D together throws to the rear. Unlike command throws, it cannot be incorporated into combos, and its throw range is narrow, which are its weaknesses. However, because it connects instantly, it is especially powerful when aimed for after a GC Front Step. That's because it is a throw that establishes instantly from a strike-invulnerable state, so it can land even if the opponent is attempting an attack.

However, note that ground normal throws cannot be landed during certain periods: when the opponent is flinching, during guard stun, while down, and for a certain time after recovering from the aforementioned states. Conversely, if the opponent takes a wake-up recovery (tech), you can immediately land the throw, so keep an eye out for that.

Next, about failed normal throws. On failure, a whiff animation plays and you waste about 40% of one power gauge level (Lv1). Also be careful, as some characters' hurtboxes become larger during the whiff animation, making them more vulnerable. Although the whiff animation is generally short, the length of the resulting recovery (stun) varies slightly by character.



Throws usually connect instantly, making them powerful. Some throws also force a downed state that prevents recovery rolls, which is valuable because it makes follow-up pressure easier to set up.

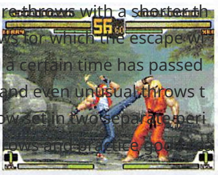


If the failed normal-throw animation occurs, it consumes power gauge. This consumes more than a GC Front Step, so it's harsh.

Mechanics of Throw Escape

After an opponent's normal throw connects, you can perform a throw escape by pressing the same button as the opponent's throw within a certain time window. In other words, press AB for an AB throw, and CD for a CD throw. At first glance this seems like a pure two-choice situation, but if you quickly respond to the opponent's throw by pressing AB→CD (or vice versa), you can escape either normal throw that comes.

The throw-escape input window is within 16 frames immediately after the throw connects, but there are many exceptions. There are throws with a shorter throw-escape window, throws for which the escape window does not begin until a certain time has passed after the throw connects, and even unusual throws that have the escape window set in two separate periods. Be wary of normal throws and practice good reactions.



れば、ものによっては見てから
でも抜けることが可能だ。

Situations Where You Cannot Be Thrown

Besides the situations mentioned in the section on the properties of normal throws where you cannot be thrown, the following situations also prevent throws from being successful: 1: The opponent is in a guarding

It is also invalid if an attack misses and causes the opponent to enter a guarding pose.

2: The opponent is turning from back to front or in the middle of a turn

Be especially careful when passing beneath a jumping opponent.

3: You are in a crouching state or in the process of standing up

When attempting a normal throw from a crouching state, you must briefly step left or right with the lever to cancel the get-up motion.

4: You are in a guarding pose

Unlike 1, you still take damage even if you are in a guarding pose.

Walk forward to cancel the guarding pose.

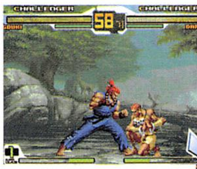
*3 and 4 apply only to normal throws.

Master the crouch input

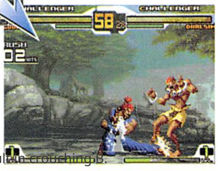
When you are in a crouching state and input a normal throw, it becomes a strike (if A and B are pressed together, it registers as A). Since throw escapes can be performed while crouching, assuming the opponent failed to throw (or did not attempt a throw), repeatedly performing throw escapes while crouching is extremely useful in matches. Once you get used to this input, practice following the strike that comes from the throw-escape input with combos and links.

Next, aiming for a normal throw. A normal throw can also be performed by inputting the lever downward and pressing A and B together (or C and D together). The simultaneous lever-and-button input is required, but if it fails it becomes a strike. Also, if you press the lever downward and A+B together (or C+D together) during a front step, it will result in a normal throw.

When the opponent cannot be thrown or is out of throw range, the input for a normal throw becomes a strike, and since it also serves as a throw escape, you should master it.



After a front step, immediately press the lever downward, and then input A and B simultaneously. This will result in either an A/B throw or a crouching A.



Anticipating failure, link from crouching A into crouching B. When aiming for a normal throw, if you slightly offset the presses in the order B then A, a failed attempt will result in crouching B.

Once you understand this, your links and combos will power up!

Text：OYZ

Special Moves

Special moves can have mid/high or low properties, alter their trajectory in the air, or change their properties when canceled...... Master these to broaden your tactical options.

Properties of special moves

Most special moves can be performed by canceling a normal move. Furthermore, some of these can be canceled into a special to perform a super move. By using special moves that allow both, you can construct a sequence of normal move → special move → super move.

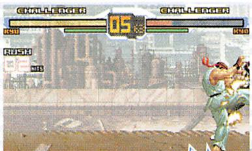
Also, be aware that some special moves will become counter hits if they are interrupted before they start up, and you will not be able to perform whiff cancels with normal moves that are normally possible.

Nature of special moves

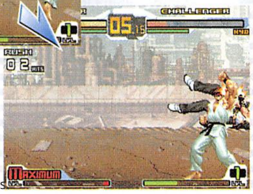
Among special moves, there are some whose properties change when they are performed by canceling from a normal move. For example, Ryo's and Kasumi's +A is normally a mid attack, but if canceled from a normal move it becomes blockable while crouching (by delaying the cancel timing you can still perform it with the special move's original properties). Also, Kyo's and Kim's +B usually cannot be canceled, but when performed from a normal-move cancel...

Enables performing a special move with と (to).

Also, while MAX is active there are special moves that can be performed from the aforementioned where-cancel. Use these as one variation for linking combos and strings.



There are unusual special moves whose properties change when performed from a where-cancel.



Ryu's +B leaves a hitbox that allows follow-ups on airborne hit, so at the corner you can make combos.

Aim to increase damage!

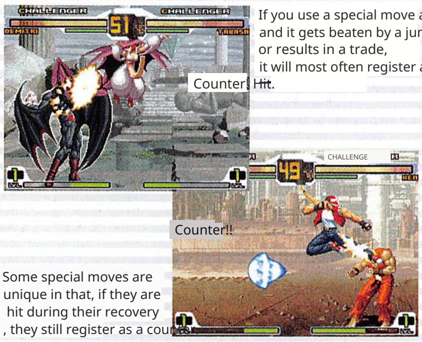
Counter Hit

Text : OYZ

The word "COUNTER" that you might have casually overlooked. If you read this, you will fully understand the conditions for its occurrence and its effects. Use it well to improve damage

Conditions for counter hits

Counter hits basically occur when you hit an opponent during a special move or super move (including EXCEED) or during certain special moves. However, they do not occur at any time during the move; the attack must land during the move's startup through the duration of its active hitbox. Counter hits do not occur during recovery, although some projectile-type special moves are exceptions and can produce counter hits even if an attack lands during their recovery. Note that reversals during their startup and active frames and command throws can also be subject to counter hits. Normal throws, however, are excluded.



If you use a special move as an anti-air and it gets beaten by a jumping attack or results in a trade,
it will most often register as a counter

Counter! Hit.

Counter!!

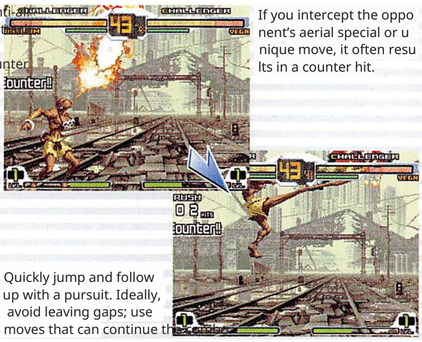
Some special moves are unique in that, if they are hit during their recovery, they still register as a counter

Effects of Counter Hits

The effects gained on a counter hit include "increased damage" and "changes to the opponent's hitstun/receiving state."

The amount of damage increase varies by move, so please refer to the move's numerical data. Note that if a multi-hit move is counter hit, only the first hit will apply the counter-hit damage; hits from the second onward will be normal hits.

Changes to the opponent's receiving state occur when a move that sends the opponent flying is counter hit. Even attacks that normally cannot knock the opponent down will leave a brief receiving state. Also, for moves that already leave a receiving state, that duration will be extended.



If you intercept the opponent's aerial special or unique move, it often results in a counter hit.

Quickly jump and follow up with a pursuit. Ideally, avoid leaving gaps; use moves that can continue the combo

Break through even if it must be done by force!

Text : OYZ

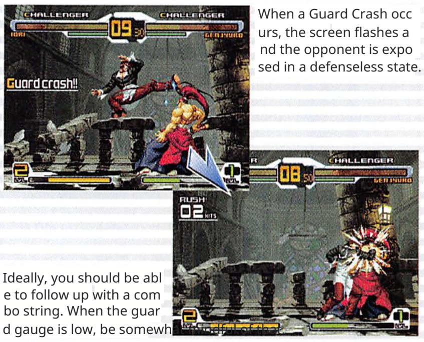
Guard Crush

The tense mind games just before a crush are thrilling! Understand the system and decide how to ride it to win the exchang

Basic properties of Guard Crash

When you force the opponent to block an attack, the green guard gauge under the health bar decreases by the Guard Crash value set for each move. When the guard gauge is depleted, the opponent becomes vulnerable for a certain period, allowing you to follow up with additional attacks.

There are two ways the guard gauge recovers. One is gradual recovery over time; the lower the guard gauge, the faster this recovery. The other is by landing a Guard Cancel attack, which instantly restores half of the guard gauge's total amount.



When a Guard Crash occurs, the screen flashes and the opponent is exposed in a defenseless state.

Ideally, you should be able to follow up with a combo string. When the guard gauge is low, be somewhat mindful of that

This will clear up any doubts!

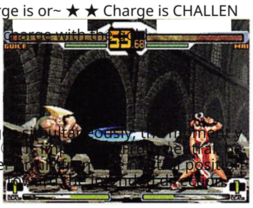
Text : OYZ

"SVC Chaos" Compendium

Why won't the somersault kick come out? Why are they always able to escape when getting up? These seemingly trivial questions will make sense after reading this. We deliver carefully selected essential knowledge that will be immediately useful in ma

Charge-type Special Move Mechanics

Although the required charge time is short, the charge moves in this game somehow feel hard to execute. The main causes are items ① and ② in the table on the lower right. For the lever (directional input), depending on the prior lever direction, charges from some directions will not register. Charge is or~ ★ ★ Charge is CHALLENGERCHALLENGER or~ charge with the gold



Be conscious of making i

To create both charges simultaneously, the moment you start charging (④ is imp... From neutral, be sure to input the lever firmly from the neutral position toward the intended direction.

you must successfully perform a neutral~. The difficulty is by no means low, but since it can be extremely effective for some characters, it's worth remembering.

There are also moves, like type ④, that are easier to perform than normal. However, if you enter the charge while charging, the charge will be canceled, so be careful.

"SVC Chaos"-style charge commands

① Charging via on the way results only in a charge being recognized
② Charging via on the way results only in a charge being recognized
③ If you charge directly from lever neutral to , both the charge and are recognized
④ Special-move charge commands can be performed with or a charge body
⑤ Charge commands are treated as charges

Air chase mechanism

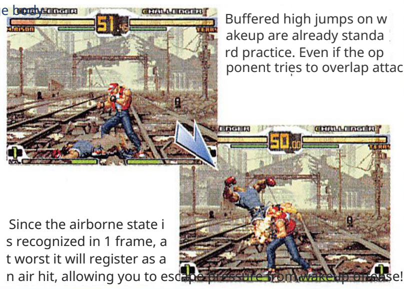
There are two important conditions for performing an air chase. The first is that you must "launch the opponent with an attack whose hitstun remains." There are two types of launch attacks: those whose hitstun persists until landing and those whose hitstun disappears after a fixed time, and must belong to one of the above.

The other condition is the follow-up move. Some moves are set as "cannot be used as an air chase" (for example, most launch moves and some hyper combo moves). Those can never connect as follow-ups. Other moves are fine as long as they land before the follow-up-possible window disappears.

Pre-input Large Jump

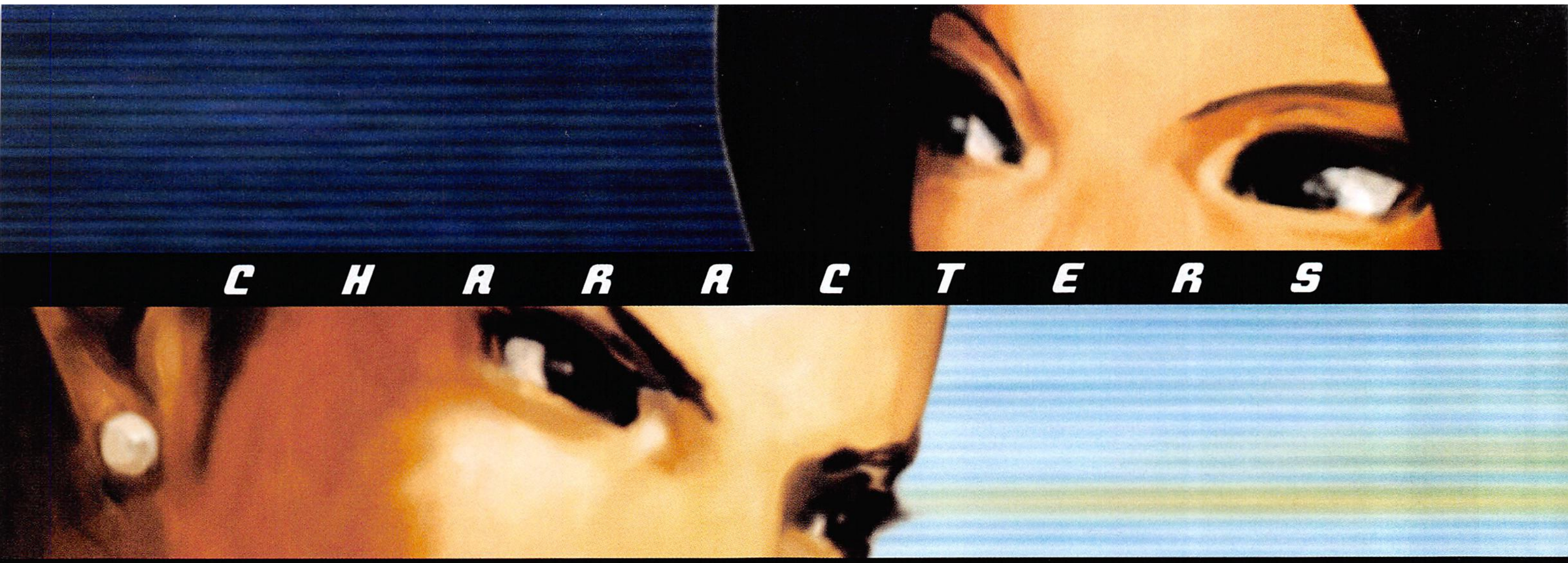
A high jump (big jump) is triggered not only at the instant the lever is moved upward, but also when the upward input is maintained for a short time (if you keep the lever held upward). If you buffer the input during recovery, you can perform the high jump at the earliest possible moment as soon as the recovery ends.

Moreover, when a high jump is performed via buffered input, the initial "jump startup motion" that occurs during a normal jump does not happen. You instantly enter the jumping state (considered airborne), so use this after getting up or after a tech to be effective. Also, jump attacks can be performed faster.



Buffered high jumps on wakeup are already standard practice. Even if the opponent tries to overlap attacks...

Since the airborne state is recognized in 1 frame, at worst it will register as an air hit, allowing you to escape pressure from wakeup offense!

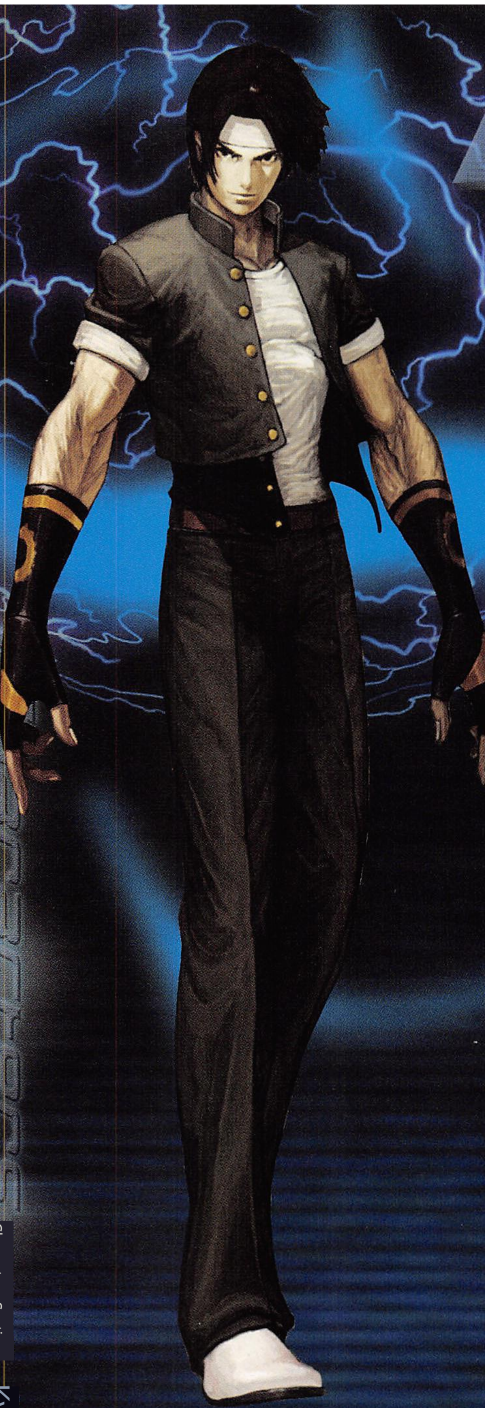


SNK character introductions & move lists 014
Character Voice List: SNK Edition 078
Victory Message Collection: SNK Edition 081
Capcom character introductions & move lists 082
Character Voice List — Capcom Edition 146
Victory Message Collection — Capcom Edition 149
Hidden character introductions 150
Strategy vs. CPU 158
Ending Collection 160
SBC Sweet Bliss Colosseum 168
THE KING of MONSTERS & ANIMALS 170
Background CG Showcase 172
“SVC Chaos” Phenomena Compendium 174

Characters Section

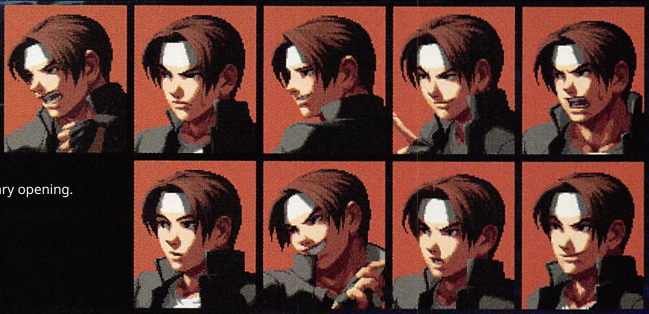
KYO KUSANAGI

Kyo Kusanagi

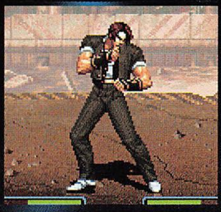


Kyo, the original protagonist of the "KOF" series who manipulates fire. He lacks many zoning moves, but he has a wealth of special moves that can be used in combos, so his explosive power when he gets one chance is considerable. Fight in a way that doesn't miss even a momentary opening.

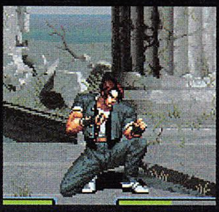
Face Pattern



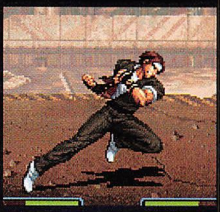
AC Button Color



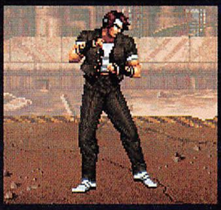
BD Button Color



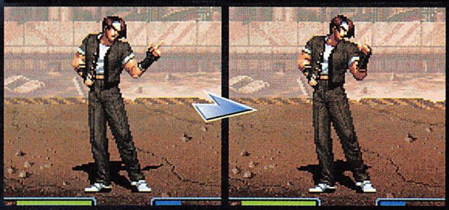
Front Step



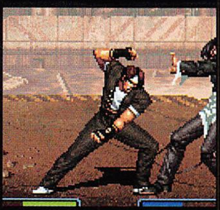
Backstep



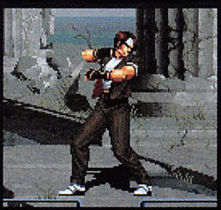
Taunt



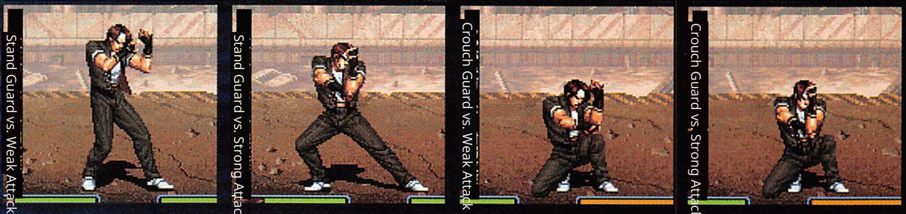
Throw Escape



Usually throw failed



Guard



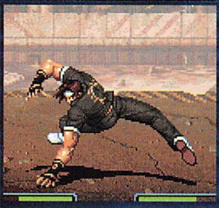
Stand Guard vs. Weak Attack

Stand Guard vs. Strong Attack

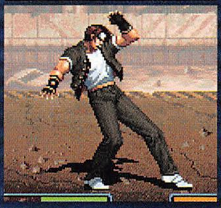
Crouch Guard vs. Weak Attack

Crouch Guard vs. Strong Attack

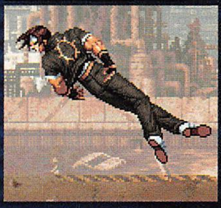
Get-up



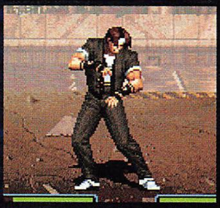
Guard Crush



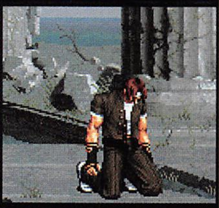
Spiral Knockback



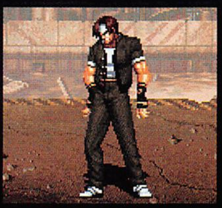
Stun



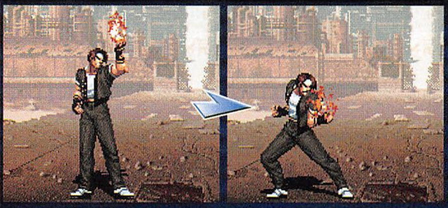
Defeated by Scrape



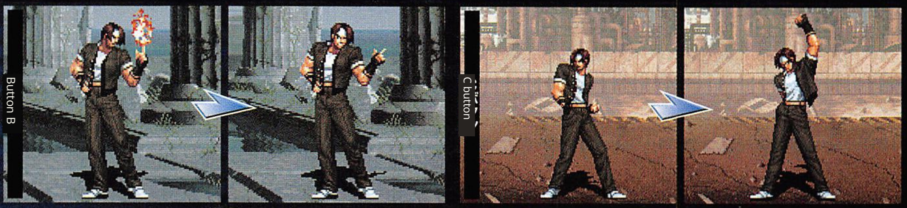
Loss by timeout



Intro Scene

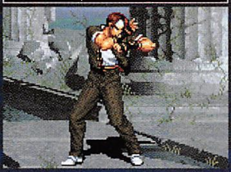
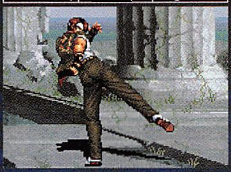
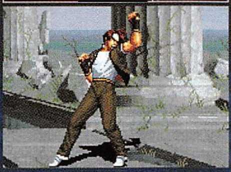
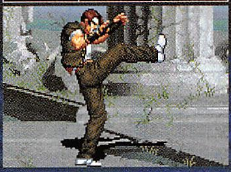
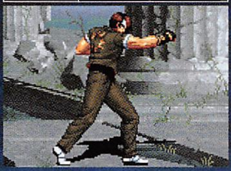
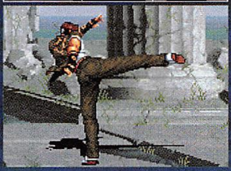
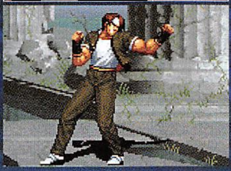
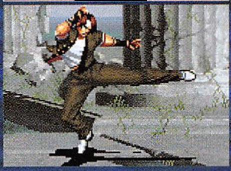
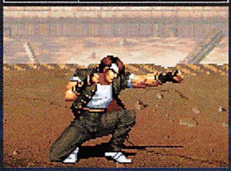
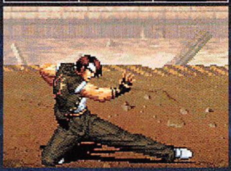
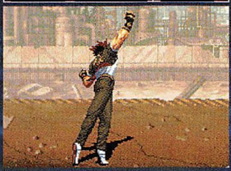
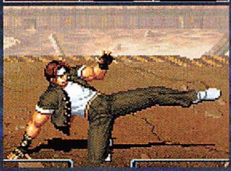
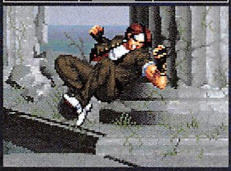
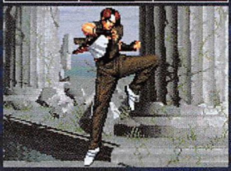
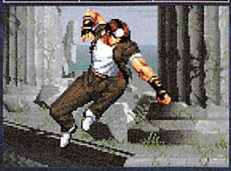
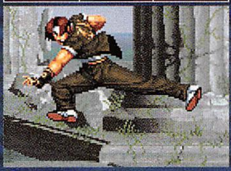
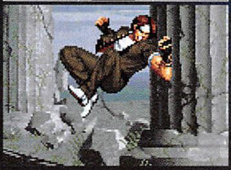
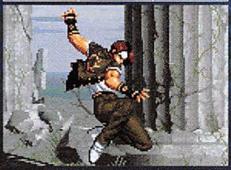
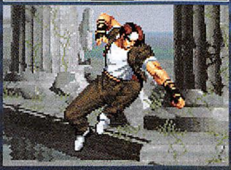
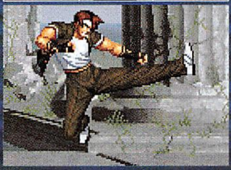


Victory Pose



Button B

C button

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd: Stand/Crouch Cn: Continuous Special Required 	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd: Stand/Crouch Cn:連特必 	Dm:22 C.Dm:30 Stn:20 G.C:16 Gd: Standing/Crouching Cn:特必 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd:Standing/Crouching Cn:特必 
Long-range standing attack	Dm:6 C.Dm:8 Stn:6 G.C:6 Gd: Standing / Crouching Cn: Link Special Required 	Dm:7 C.Dm:9 Stn:7 G.C:7 Gd: Stand/Crouch Cn: Link 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd:Standing/Crouching Cn:× 	Dm:22 C.Dm: 30 Stn:21 G.C:16 Gd: Standing/Crouching Cn: hit 
Crouching attacks	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required 	Dm:5 C.Dm:7 Stn:5 G.C:5 Cn: consecutive 	Dm:17 C.Dm:18 Stn:21 G.C:16 Gd: stand/crouch Cn: special required 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd: crouch Cn: special required 
Vertical jump attacks	Dm:6 C.Dm:8 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:7 C.Dm: 9 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn:× 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn: hit 
Diagonal jump attack	Dm:6 C.Dm:8 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:7 C.Dm:9 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn:× 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Crouching B is a low attack, so it helps start combos. From here, connect to crouching A and finish with +D or the Final Battle Secret Move: Mushiki. Close-range standing C has quick startup, so use it to follow up after jump-ins. Use far standing B and far standing D to control space with their long reach.

Normal Jump Attacks

Forward jump C has a strong downward hitbox and can also act as a cross-up, so use it for jump-ins. Forward jump D and neutral jump D are long-reaching kicks. Use their strong horizontal hitboxes for air-to-air situations.

Throws / Special Moves / Other

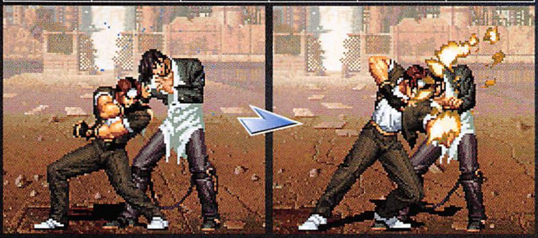
The CD throw slams the opponent into the ground and then follows up with an elbow drop. The opponent cannot perform a tech roll, so after landing it, follow up by attacking their wake-up.

➡+B is a forward heel-drop attack performed toward the front. Unless canceled from a normal move, it is mid-height, so use it to break guards. Also, it connects after a heavy attack, so it can be used to link combos. +D is a two-stage kick launched from a low stance. Its startup is fast, so incorporate it into combos that begin with light attacks. Air + C is an attack where both arms are swung downward. It can be used as an overhead mix-up, and if it hits an airborne opponent it slams them to the ground. It's an ideal move for jump-in attacks.

Throw Tettetsu

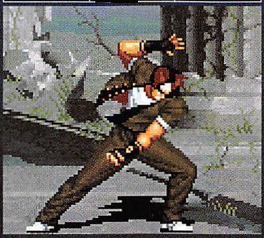
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



Guard Cancel Attack

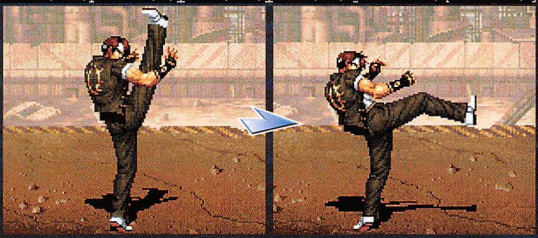
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Stand/Crouch	Cn:×



Special Western-Style: Gou-axe Yang

➡+B

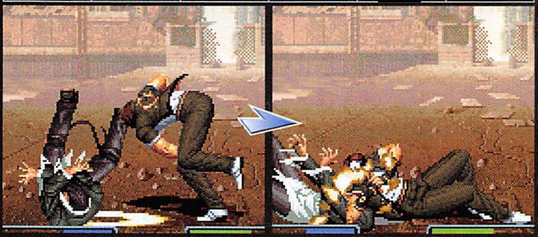
Dm: 16 (10×2) C.Dm: 21 (14) Stn: 16 (10×2) G.C: 11 (7×2) Guard: Stand (stand/crouch) Cn: x (x → guaranteed)



Throw Seba Seoi Nage (Shoulder Throw)

Close in and press C and D simultaneously

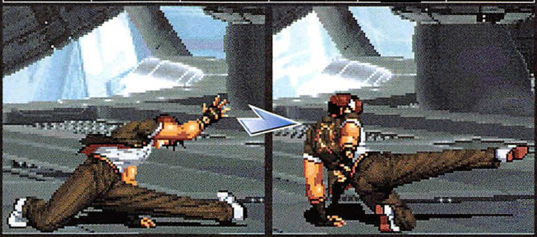
Dm:11×2	C.Dm:11	Stn:0	G.C:0	Gd:throw	Cn: hit



[Special] Type 188

⬆+D

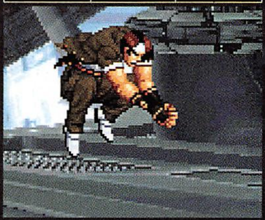
Dm:13(10)×2	C.Dm:18(14)	Stn:13(10)×2	G.C:11(7)×2	Gd: crouch	Cn:×



Special Outer Style: Naraku Drop

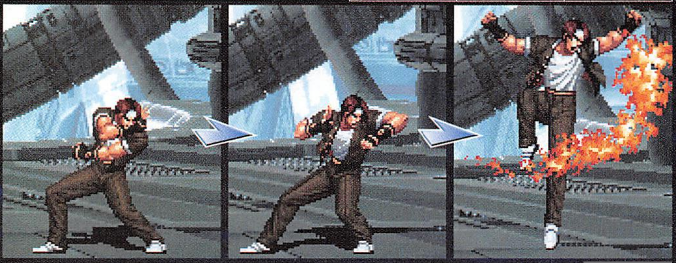
In the air, press ⬇+C

Dm:21	C.Dm:30	Stn:21
G.C:20	Gd: Stand	Cn:×



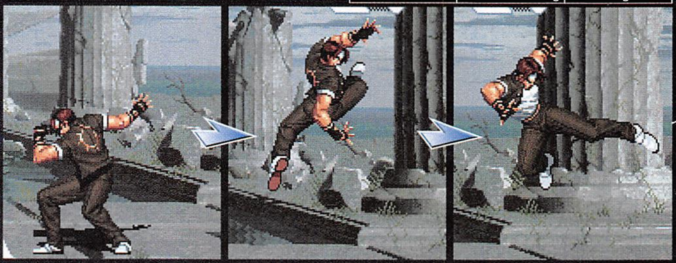
|Special Move| Hyakushiki Oniyaki (Hyakushiki Demon Roast)
+AorC

Dm:20·19×2	C.Dm:20·22	Stn:11×2
G.C:11×2	Gd: Standing/Crouching	Cn:SC·SC※



"Special Move" R.E.D.KicK
Gold+BorD

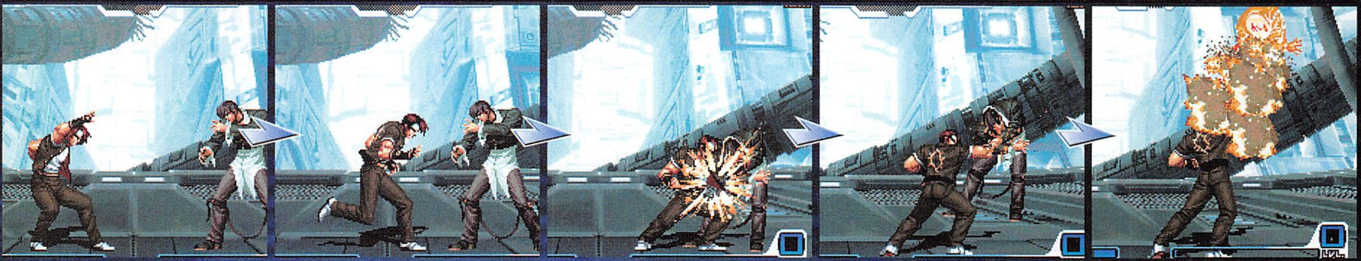
Dm:24·26	C.Dm:28-30	Stn:22-27
G.C:22·27	Gd: Standing/Crouching	Cn: Do · Do



※Only the 1st paragraph uses SC

|Special Move| 弐百拾弐式・琴 Tsukiharu
Number + B or D

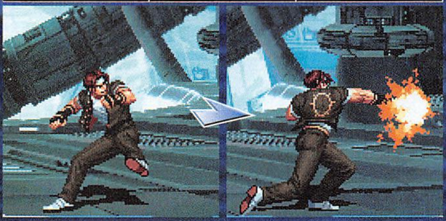
Dm:13+0+13	C.Dm:13、0、13	Stn:0	G.C:0	Gd: Standing/Crouching



※The numerical values, from left to right, correspond t

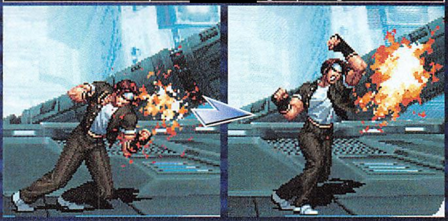
|Special Move| Style 104: Aragami
+A

Dm:10	C.Dm:12	Stn:9
G.C:2	Gd: Standing/Crouching	Cn: do



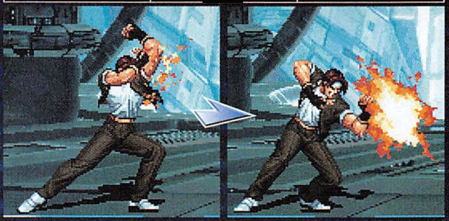
|Special Move| Type 28 — Nine Wounds
During Savage State +AorC

Dm:10	C.Dm:12	Stn:9
G.C:2	Gd: Standing/Crouching	Cn:—



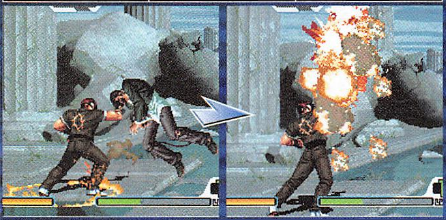
|Special Move| Style 127 Yasus
During Savage Bite or Nine Wound

Dm:10	C.Dm:12	Stn:9
G.C:2	Gd: Stand	Cn:—



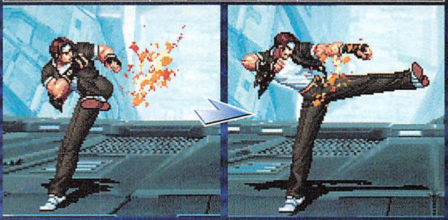
|Special Move| Nijūni-style Kotsuki Yō
Aragami → During Hachi-saba mid + B or D

Dm:13+0+13	C.Dm:13, 0, 13	Stn:0
G.C:0	Gd: Standing/Crouching	Cn: do



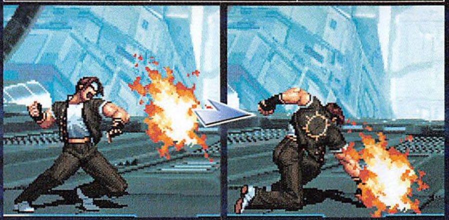
Special Move | Type 125 — Nanase
Aragami 19 Strike or Aragami → 8 Saba B or D

Dm: 12 C.Dm: 15		Stn:9
G.C: 8	Gd: Standing/Crouching	Cn:—



Special
Aragami → 8 Mid during which press A or C

Dm:12	C.Dm:15	Stn:9
G.C:2	Gd: crouch	Cn:—



※The values are, from left to right, charge, grab, and explosion

●Hyakushiki Oni-yaki (Type 100 Demon Roast)

Ascends while enveloped in flames and attacks. The weak version is a single-hit move with short invincibility, while the strong version is a two-hit move whose invincibility lasts until after the attack comes out, making it useful for anti-air. It is also a super-cancelable move and can be linked from the first hit of the strong version into the final battle secret technique Mushiki, among others.

●R.E.D.KicK

A special move that jumps forward while delivering a downward kick. The weak version is a low jump that travels about half the screen; the strong version is a high jump that travels about a full screen while attacking. Even if guarded, it is difficult to be punished unless the opponent performs a GC Front Step. Mainly use it as a surprise to deter jump-ins. On hit, whether grounded or airborne, it causes a non-recoverable knockdown (no tech).

●Type 212: Kototsukiyo (Koto Tsukiyo)

Charges forward while attacking with an elbow strike; on hit, it grabs the opponent and lifts them up to trigger an explosion. The strong version charges farther, and both the weak and strong variants follow with consecutive hits starting from the strong attack. Because it leaves a large recovery gap, take advantage of its property as a move that can be canceled anywhere to use it in combos. ● Type 104: Wild Bite

Step forward and unleash a fist of flame. Besides being a combo starter from a strong attack, the guard point just before the attack can be used to control mid-range space. From here, it is possible to branch into Hachi-sabi (Eight Rust) and Kyū-shō (Nine Wounds).

● Style 128: Kyū-shō (Nine Wounds)

A follow-up move from Aragami (Wild Bite) that delivers an elbow uppercut. It connects in succession after Aragami and can transition into Hachi-sabi (Eight Rust) or Nanase (Seven Rivers).

● Style 127: Hachi-sabi (Eight Rust)

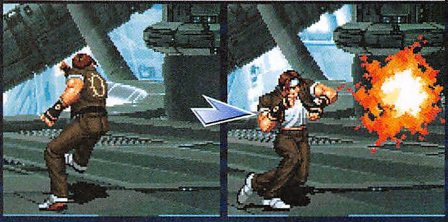
A mid-level elbow drop that can be branched from Aragami or Kyū-shō. It is used to break an opponent's crouch guard and is also useful in air combos following Strong Style 75 Kai. On hit, it causes a knockdown that prevents recovery. Note that if branched from Kyū-shō, there is no further follow-up from this move; if branched from Aragami, it can transition into Saikiru (Piercing Step). ● Style 22: Kotozuki Haru

A move exclusive to branching from Hachi-sabi. It uses the same motion as the latter half of the special move of the same name and can pick up a downed opponent. ● Style 125: Nanase (Seven Rivers)

Performs a forward kick. A follow-up from Kyū-shō and Hachi-sabi. It connects in succession from Aragami through Kyū-shō.

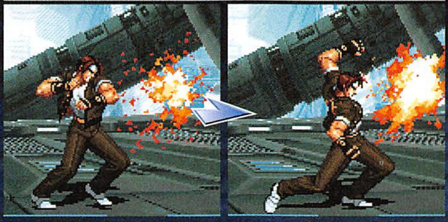
|Special Move| Type 105: M毒咬
↓↘→+C

Dm:10	C.Dm:12	Stn:9
G.C:2	Gd: Standing/Crouching	Cn: do



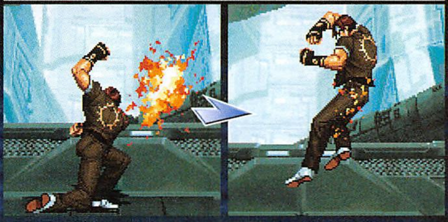
|Special Move| Type 401: Sinner Yomi
During recitation →↓↘+AorC

Dm:10	C.Dm:12	Stn:9
G.C:2	Gd: Standing/Crouching	Cn:—



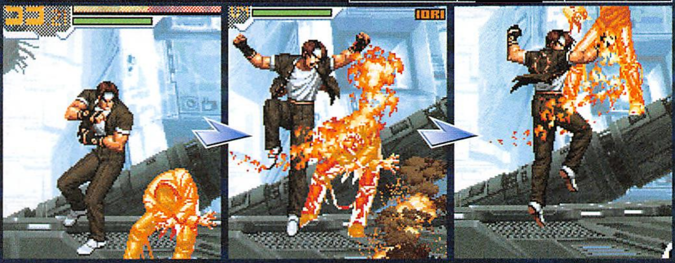
Special Move Style 402 ・罰 Yomi
During Zaim →+AorC

Dm:10	C.Dm:12	Stn:9
G.C:2	Gd: Standing/Crouching	Cn:—



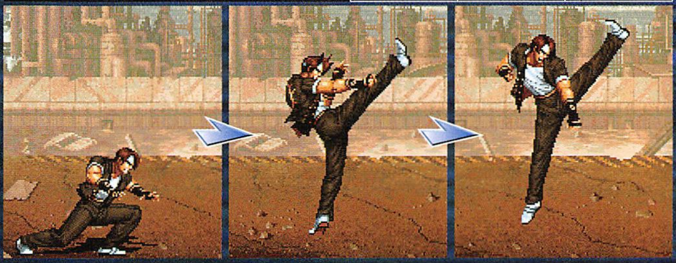
|Special Move| Hyakushiki Oni-yaki (Hundred-Style Demon Roast)
While reading →↓↘+AorC

Dm:8	C.Dm:10	Stn:7
G.C:7	Gd: Standing/Crouching	Cn:—



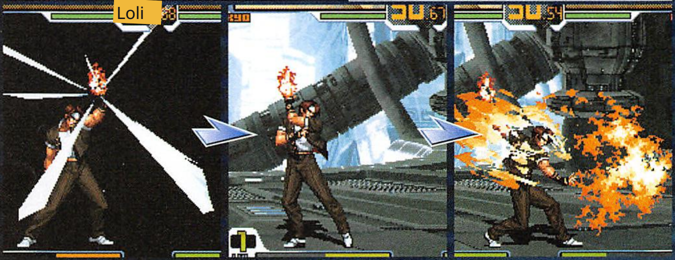
Special Move Seventy-Five Style - Kai
↓↘→+Back or Down + Back or Down

Dm:11×2	C.Dm: 13	Stn: 0
G.C:7×2	Guard: Stand/Crouch	Cn: ?



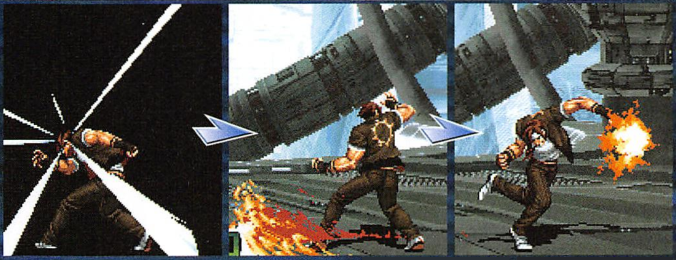
Super Killing Rear Hundred Eight Style: Great Serpent Reaping
↓↙←↙↓↘→+AorC

Dm:68	C.Dm: 75	Stn:0
G.C:16	Guard: Stand/Crouch	Cn:—



Chō Fatal Technique Hyaku Hachijū-Ni Form
↓↘→↓↘→+AorC

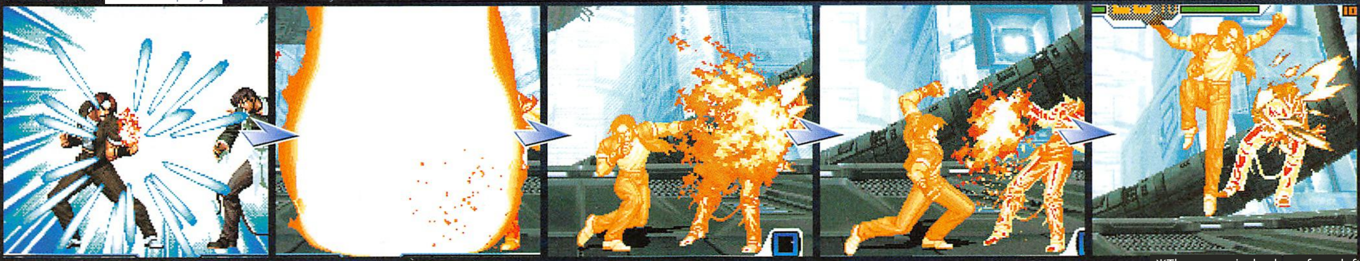
Dm:56, 64, 72	C.Dm:64, 72, 80	Stn:0、8、16
G.C:16, 24, 32	Gd: Standing/Crouching	Cn:—



※The numerical values are for the first level, from left to right, second stage and third stage variants

EXCEED |Final Showdown Secret Art: Mu-Shiki
↓↘→↓ Press Company + AC simultaneously

Dm:54+5×13	C.Dm:64, 5	Stn:0	G.C:0	Gd: Standing/Crouching	Cn:—



※The numerical values, from left to right, represent expl

●Wai-style: Piercing Block

An additional move from Hachisabi that drops a fist onto a downed opponent. It has large recovery and can be punished if blocked, so only use it on Hachisabi's hit. ● Type 105: Poison Bite

Advance forward significantly while unleashing a fist of flame. If it is guarded, it is dangerous, so mainly use it in combos starting from a strong attack. ●Style 401: Sinsinger

A derived special move that follows with consecutive hits from Poison Bite. There is little gap on block, but if a Guard Cancel Front Step is performed, it can be countered. Only branch into the follow-up when Poison Bite hits. ● Type 402: Punishment Chant

Special moves that can be derived from the Cursed Chant. They have large openings, so be

Only bring it out when (you) are in a small window/moment.

●Hyakushiki Oni-yaki (Type 100 Demon Roast)

Additional attacks that can be derived from "Batsu Yomi." On hit it can knock the opponent down but they can recover with a get-up.

● Type 75 Kai

The light version jumps straight up from the spot, while the heavy version leaps forward slightly, and both perform a two-hit kick. After a light hit, the opponent is launched immediately; after a heavy hit, the opponent continues to be in a hittable state until they reach the ground and is sent flying. Both follow a close-range heavy attack, so they are useful as links in combos.

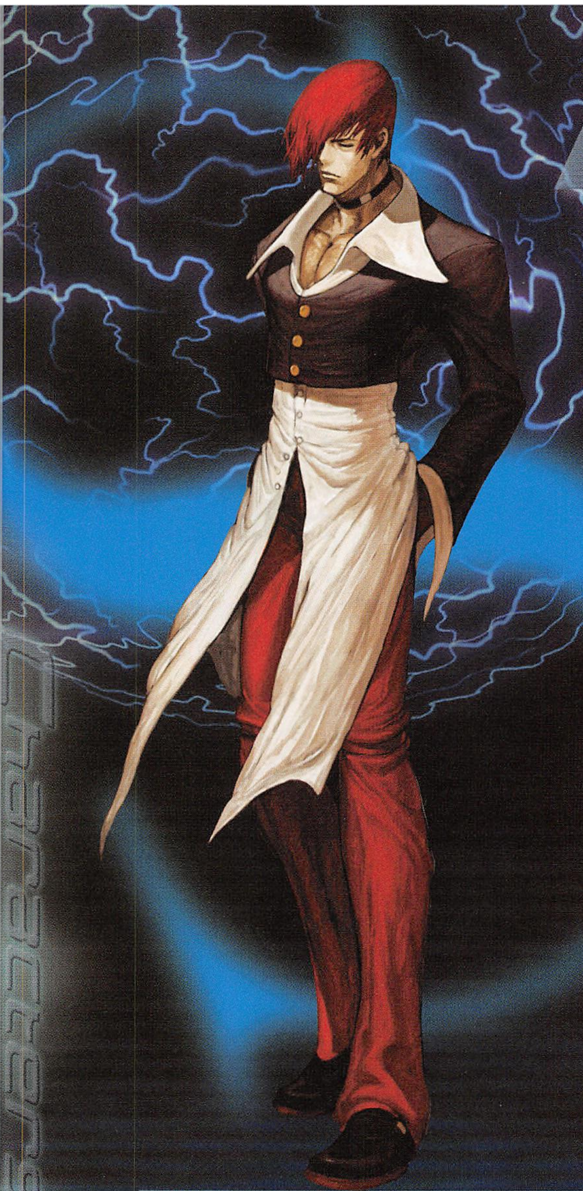
● Ura Hyappan Shiki: Great Serpent Scythe

A super move that first gathers flames at the pointed tip and then sweeps enemies away with a massive blaze. It has no invincibility frames, so it cannot be used to interrupt.

Although it has high attack power, use it as a follow-up from Type 75 Modified. After entering the command, you can delay the attack timing by holding the button down. ●Type 182

After winding up, attacks with a forceful fist. There is no invincibility time and it has a large recovery, but it connects from a strong attack so use it in combos. Also, like the Great Serpent Sweep, you can change the timing by holding the button after entering the command. ●Final Battle Ultimate Move: Mushiki (No-Form)

Creates a gigantic pillar of flame in front and then launches a series of attacks. Because it has long invincibility frames, it can be used as an interrupt, and it is a versatile move that can be made to hit repeatedly from weak attacks. Its damage is high, so use it aggressively when you have the opportunity.

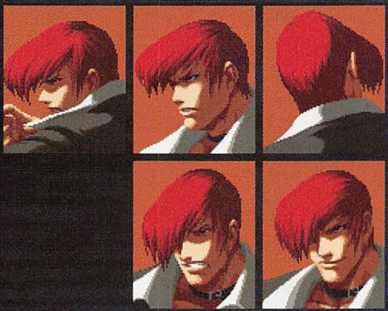


IORI YAGAMI

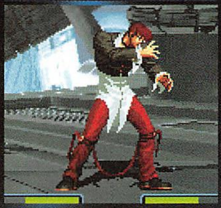
Iori Yagami

Iori, heir to the Yagami-style ancient martial arts who manipulates purple flames and targets Kyo. He specializes in closing distance with sharp jumps and breaking guards with strikes and the command throw “Shoulder Wind.” He is an ideal character for players who like to stay on the offensive.

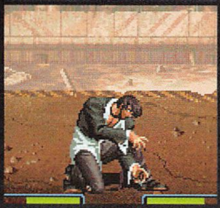
Face Pattern



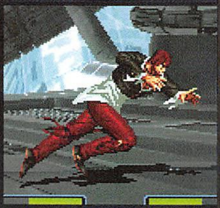
AC Button Color



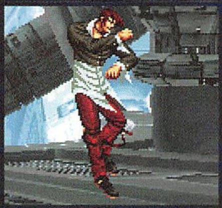
BD Button Color



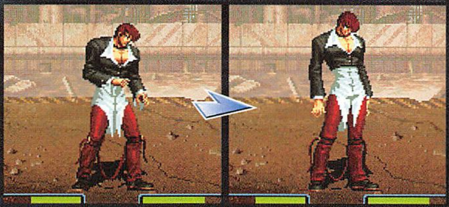
Front Step



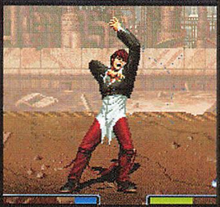
Backstep



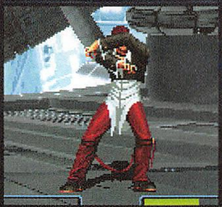
Taunt



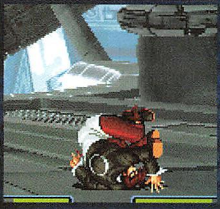
Throw Escape



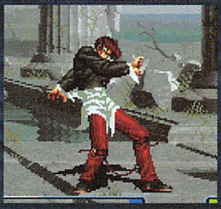
Usually throw failed



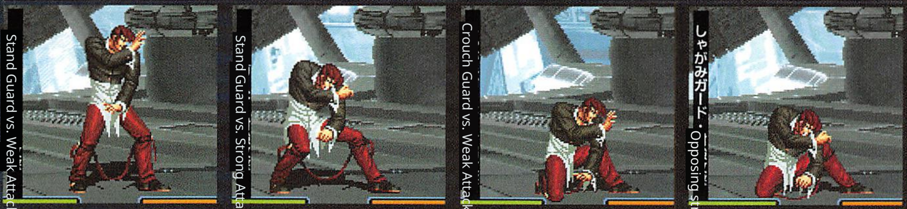
Get-up



Guard Crush



Guard



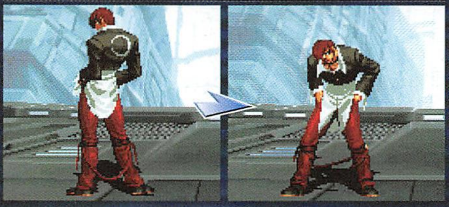
Stand Guard vs. Weak Attack

Stand Guard vs. Strong Attack

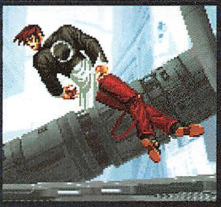
Crouch Guard vs. Weak Attack

しゃがみガード・Opposing strong attack

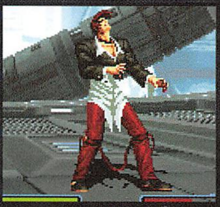
Intro Scene



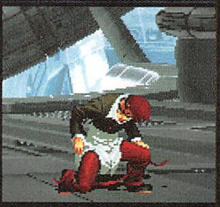
Spiral Knockback



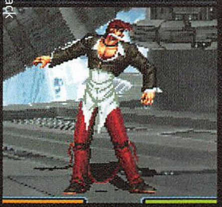
Stun



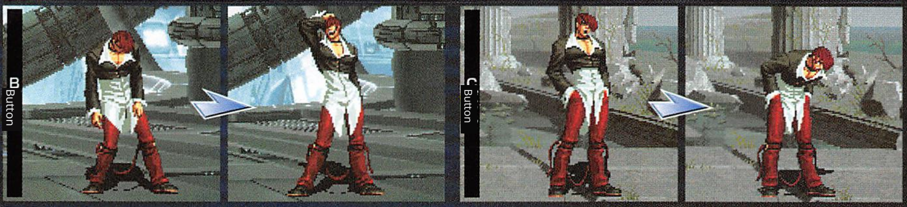
Defeated by Scrape



Loss by timeout



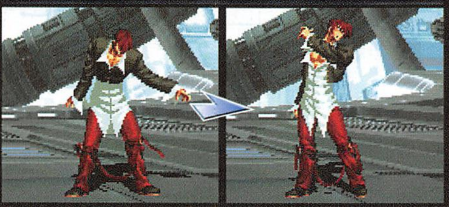
Victory Pose

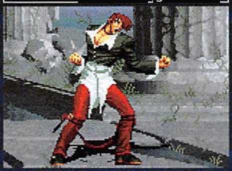
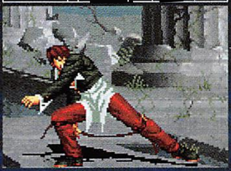
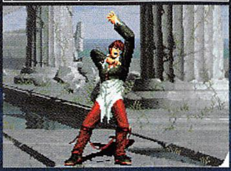
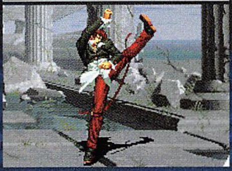
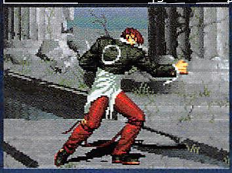
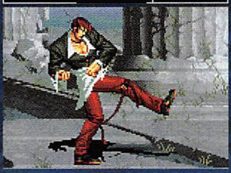
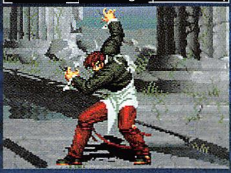
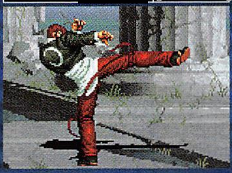
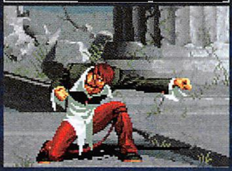
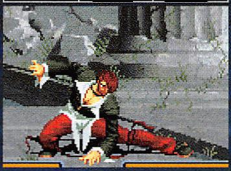
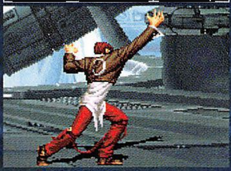
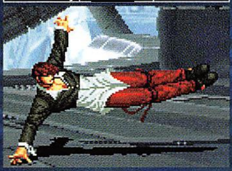
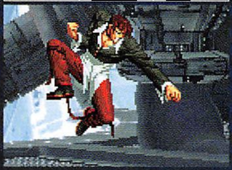
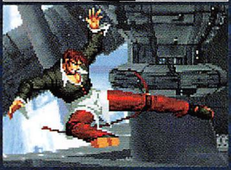
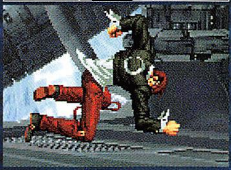
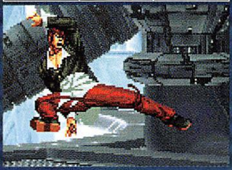
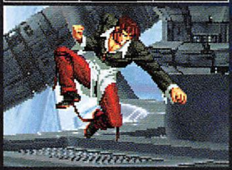
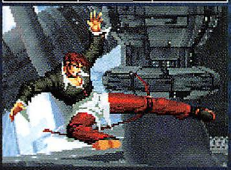
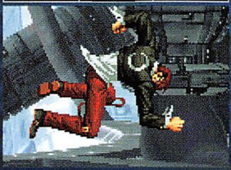
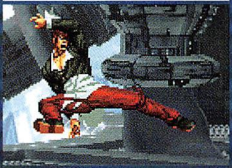


B Button

C Button

Victory Pose (vs. Kyo)



	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:crouch Cn: special required 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd:standing/crouch Cn: special-only (special cancel) 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd:Standing/Crouching Cn:× 
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Standing/Crouching Cn: chain 	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Stand/Crouch Cn:× 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd:standing/crouch Cn:super 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd: Standing/Crouching Cn:× 
Crouching attacks	Dm:5 C.Dm: 6 Stn: 5 G.C:5 Gd: Stand/Crouch Cn: Chain Special Mandatory 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:crouch Cn: consecutive 	Dm:17 C.Dm:18 Stn:16 G.C: 16 Gd: Stand/Crouch Cn: Special Mandatory 	Dm:21 C.Dm: 30 Stn:20 G.C:16 Gd: Crouch Cn:× 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn: hit 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:21 C.Dm: 30 Stn:20 G.C:16 Gd: Stand Cn:× 	Dm:21 C.Dm: 30 Stn:20 G.C:16 Gd: Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm: 7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd: Stand Cn:× 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Crouching B cannot be canceled, but it links into crouching A (Weak Aoi Hana), so it serves as the starting point for low-hitting starter combos. Similarly, the low move crouching D has long reach and fast startup, making it useful for surprise attacks. However, if it is blocked there is a large recovery disadvantage, so be careful. Also, close-range standing C has fast startup and is cancelable, so it can be used in combos. Far standing D has long reach but slow startup, so it is somewhat awkward to use.

Normal Jump Attacks

The forward jump D is strong horizontally, making it reliable in air-to-air situations. When jumping in on a grounded opponent, use the jump C, which is strong downward.

Throws / Special Moves / Other

➡ +AA's first hit can only be canceled in to a Super Move or EXCEED, but the second hit can be canceled into various Special Moves. If the range is close, Strong Aoi Hana becomes a combo. ➡+B is a mid attack, but it has slow startup so it is rarely used. In the air, +B becomes an ambiguous overhead, allowing you to mix up the opponent's block direction. On hit the opponent reels for a long time, making it easy to link into ground moves. However, some characters have low crouch height so it may miss, or the opponent can make it whiff with crouching B, etc.—there are such weaknesses. Use it sparingly enough not to be read.

Characters

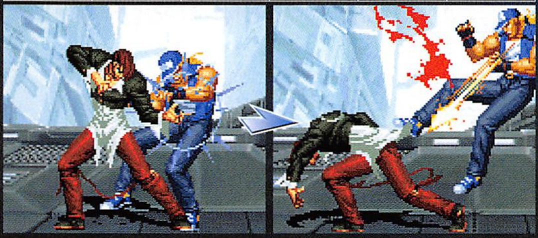
Characters Section

JORI YAGAMI Iori Yagami

投げ Reverse Skinning

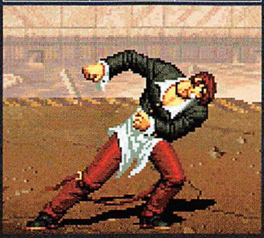
Approach and press A and B simultaneously

Dm:24 C.Dm:24 Stn:0 G.C:0 Gd:throw Cn: hit



Guard Cancel Attack

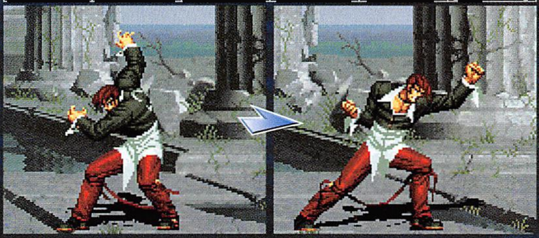
Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Stand/Crouch Cn:×



special Gaishiki: Dream Bullet

➡+A・A

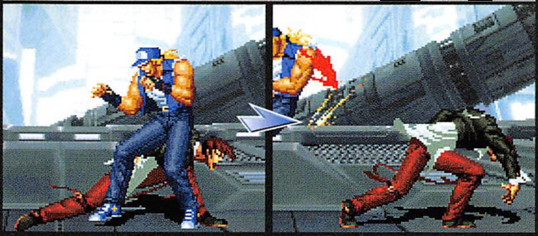
Dm: 14(10)×2 C.Dm: 18(13) Stn: 16(10)×2 G.C: 11(7)×2 Guard: Standing/Crouching Cancel: Super



投げ Reversal Reversal Skinning

Close in and press C and D simultaneously

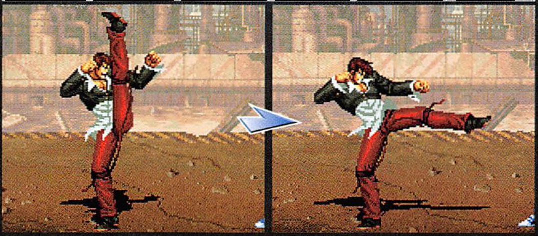
Dm:24 C.Dm:24 Stn:0 G.C:0 Guard: Throw Cn: hit



special | Gaishiki: Roaring Axe Yin "Reaper"

➡+B

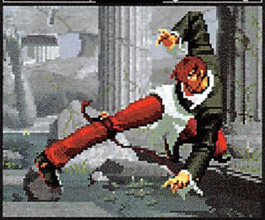
Dm:14(10) C.Dm:18 (13) Stn:14 (10) G.C:11(7) Gd: Stand (Stand/Crouch) Cn:x (必)



special | Gaishiki: Lily Fold

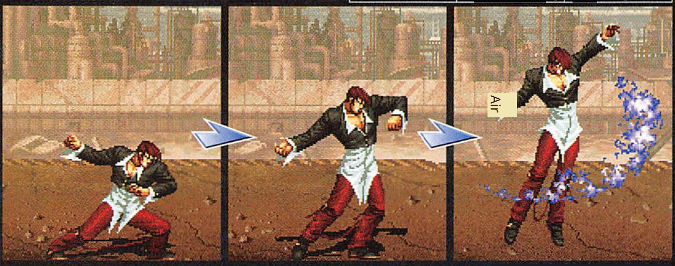
In air +B

Dm:10 C.Dm:14 Stn:10
G.C:7 Gd: Standing/Crouching Cn:×



|Special Move| Hyakushiki・Oni Yaki (Hundred Style・Demon Roast)
→↓↘+AorC

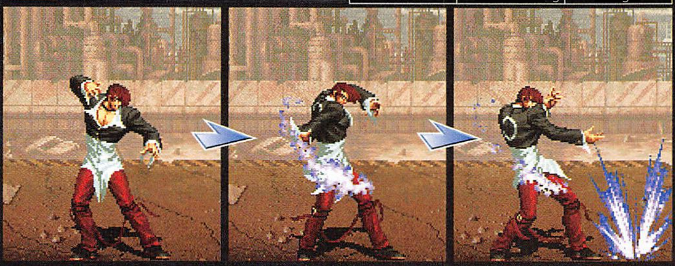
Dm:20・16×3	C.Dm:20、20	Stn: 8.8x3
G.C:11・11×3	Gd: Standing/Crouching	Cn: SC ※



※Strong can be SC only on hits 1–2

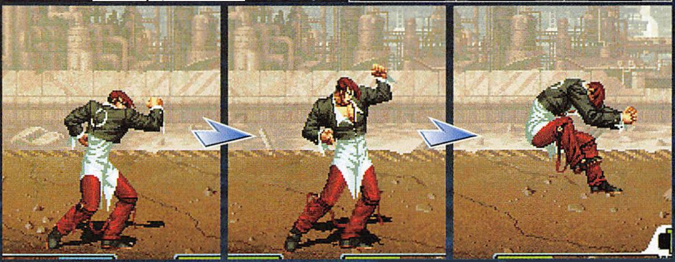
|Special Move| Hyaku-hasshiki: Dark Purge
↓↘→+AorC

Dm:16	C.Dm:20	Stn:8
G.C:11	Gd: Standing/Crouching	Cn: ○



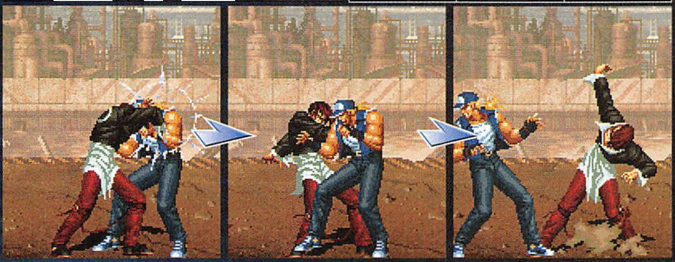
| Special Move | Hyaku-nijū-nanashiki Aoiha
↓↘→+A or C (input 3 times consecutively)

Dm:11+11+13	C.Dm:13, 13, 16	Stn: 8, 8, 11
G.C:2, 4, 6	Guard: Stand/Crouch ※	Cn:**



|Special Move| 1 Kirekazé
Close and press Forward + A or C

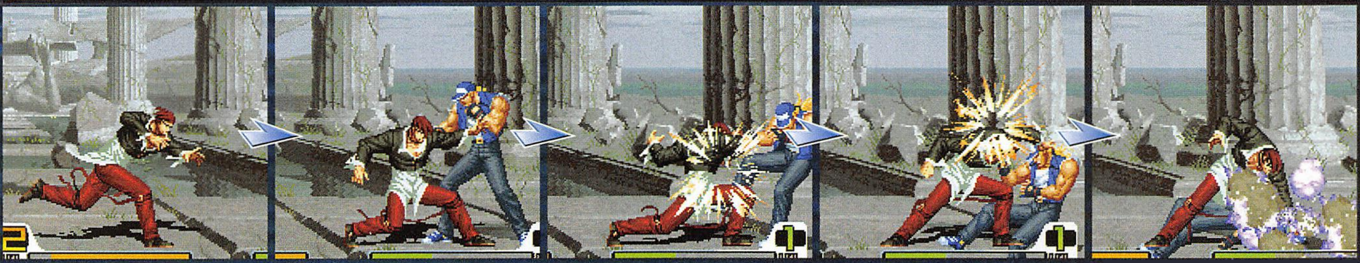
Dm:0	C.Dm:0	Stn:0
G.C:0	Guard: Throw	Cn:—



※The third hit of Gd is a standing first hit only and is cancelable with a whiff cancel

||Special Moves| Niijūnishiki ・ Kintsukage
+BorD

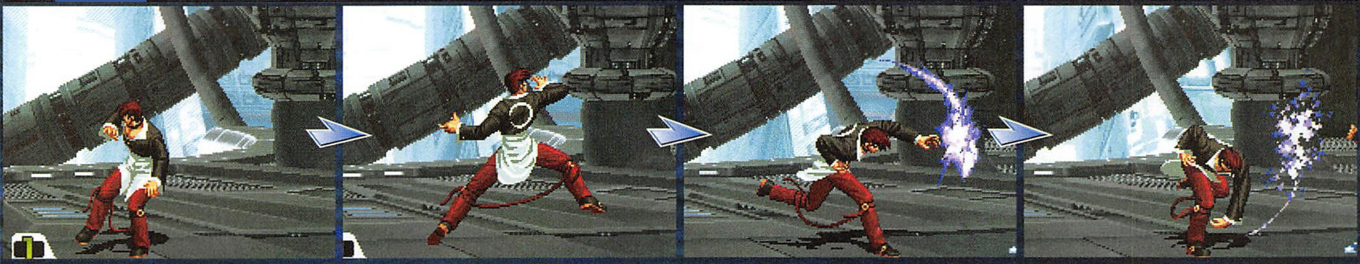
Dm: 11+0+14	C.Dm: 11.0, 14	Stn:—	G.C:—	Gd: Standing/Crouching



※The numerical values, from left to right, correspond

|Special Move| Style 311: Claw Comb
●★Gold BorD

Dm:22・24	C.Dm:26・28	Stn:0	G.C:16・16	Gd: Standing/Crouching



● Hyakushiki · Oni-yaki

A special move in which the user ascends while enveloped in purple flames. The weak version has the advantage of always forcing a knockdown on hit, but it has almost no invincibility frames, making its timing difficult.

On one side, the strong version has invincibility up until just before the attack hitbox appears, and its upward hitbox is also strong, so if you pull it in a bit you can use it as an anti-air. However, against grounded opponents you cannot secure a knockdown unless you land the third hit, so be careful. Also remember that from the strong version's first and second hits you can super-cancel into Hachishime (八稚女) to connect. ● Hyaku-hachi Shiki: Yami-harai (108 Style: Dark Sweep)

A projectile-type special move that releases a purple flame crawling along the ground. The weak version has a slow projectile speed, while the strong version travels considerably faster.

Shoot mainly to intercept the opponent's poking moves, or use it as a zoning poke from long range, but compared to airborne projectiles that travel through the air, it is more easily jumped over. ● Type 127 · Aoi Hana (Aoi Flower)

A rushing uppercut-type special move performed while advancing from a low posture. If the second hit, which comes from an additional input, connects the opponent will be launched into the air; by inputting another follow-up, Iori will also leap up and slam the opponent into the ground, achieving a knockdown that prevents recovery roll. The weak version has fast startup, so it can be used in combos from a light attack, but its forward movement is relatively short. In addition, it is possible—albeit slightly—to delay the follow-up input to perform the second hit and subsequent hits later.

Strong attacks can only be followed by other strong attacks, but they now travel a considerably longer distance, and the window for accepting follow-up inputs is extended.

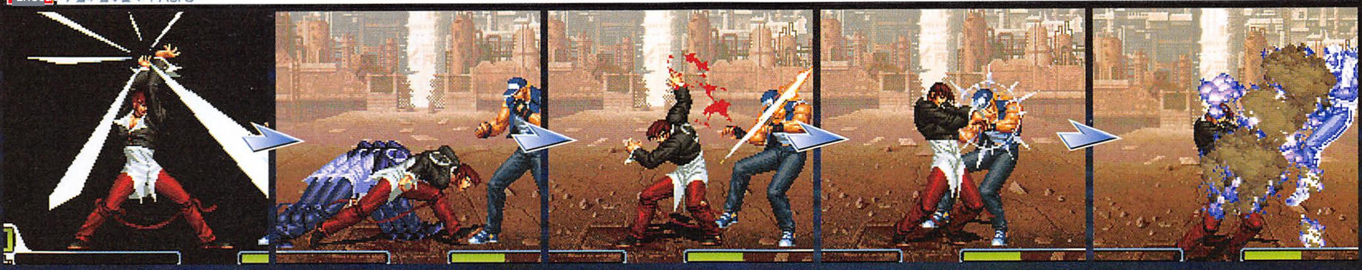
Therefore, it can be used for surprise tactics such as "feigning a stop on the first hit, then landing a second hit on an opponent who tries to counterattack." ● Junk Wind

A command throw that pulls the opponent in and forcefully pushes them backward while leaving them vulnerable. It takes a short moment before the grab hitbox becomes active, but at the start of the move there is invincibility against strikes and throws. However, this invincibility does not last until the throw connects, so do not be overconfident.

The move itself does not deal damage, but it can leave the opponent defenseless for a certain time. If the throw succeeds, follow up from a front step with close-standing C or Strong Aoiha to chip away at their health. Note that canceling into this from a normal move will not create a combo, so be careful.

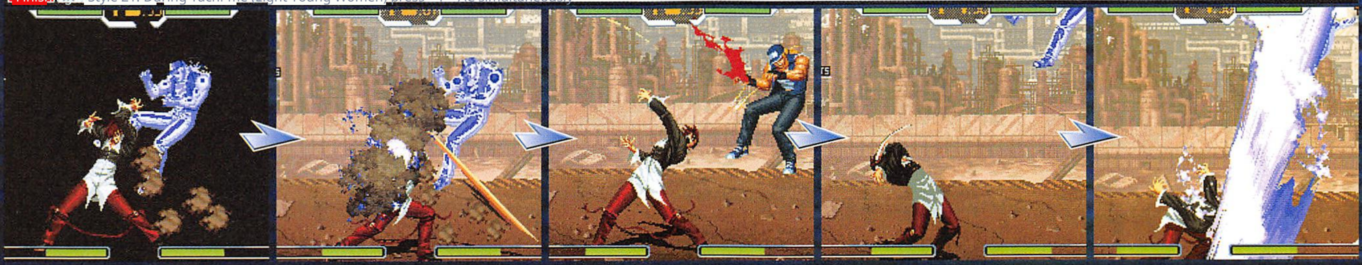
Super 禁21 Style Yame
Execut +AorC

Dm:0+1×7+32	C.Dm: 0, 1, 32	Stn:0	G.C:0	Gd: Standing/Crouching	Cn:−



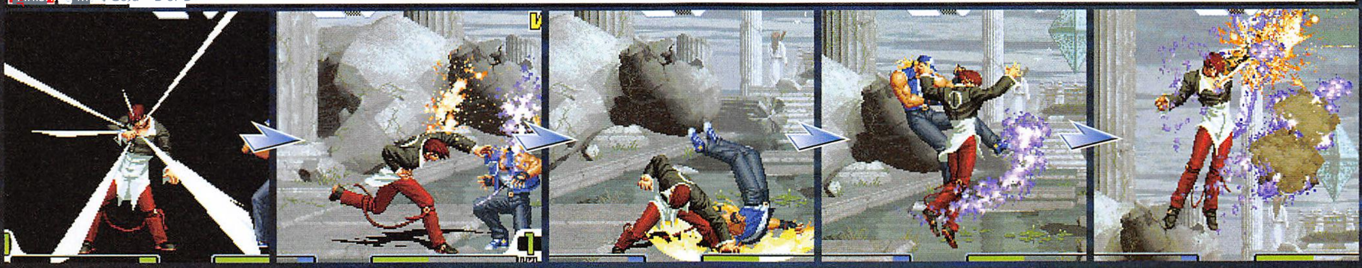
Super Special 316 Style : Saika
Finishi 禁 Style 21: During Yachi-me (Eight Young Women) press ×4 + AC simultaneously

Dm:1×6+14	C.Dm:1、14	Stn:0	G.C:0	Gd:−	Cn:−



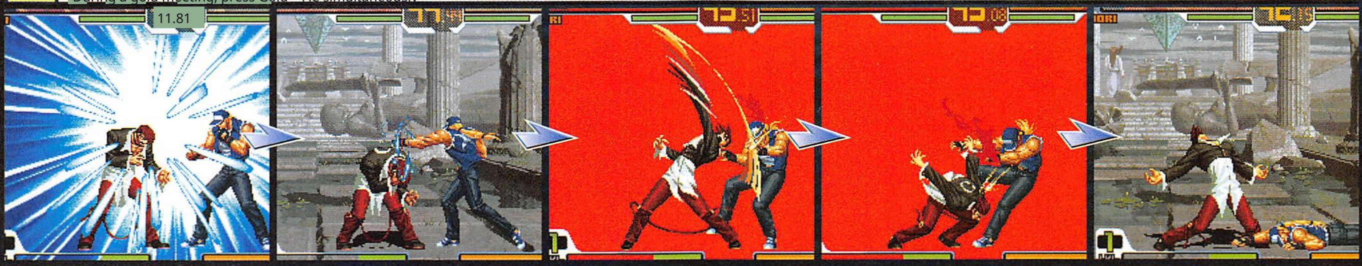
Su 必 裏 Style 311: Claw-Analyzing Comb
Finishing Move Gold + B or D

Dm:0+32×7	C.Dm:0、32	Stn:0	G.C:0	Gd: Stand	Cn:−



EXCEED Blood Frenzy
During a gold meeting, press Gold + AC simultaneously

Dm:29×4	C.Dm:29	Stn:0	G.C:0	Gd:−	Cn:−



● Style Twenty-Two: Kinzuki's Shadow

A rushing elbow strike followed by grabbing the opponent's face with the other hand and slamming them into the ground as a special move. The weak version advances about 80% of the screen, while the strong version advances roughly the full screen. If the spacing isn't too far, it will combo after a heavy attack, but Aoi-ka (葵花) has higher damage. You can incorporate it into a combo that uses a wake-up cancel, or use it as a movement option by releasing it where it won't hit the opponent. ●Type 311: Claw Comb

A special move that lunges and scratches. The weak version has a shorter travel distance and a long invincibility period at startup, but it does not last until the attack hitbox appears. The strong version travels farther than the weak one and has a shorter startup invincibility than the weak version, but a guard point appears around the jump apex. However, this guard

The key cuts off before the attack hitbox becomes active. Even if it connects, it may fail to secure a knockdown and can instead leave you open to a counterattack, making it difficult to use. Try to combine it with a whiff-cancel during MAX activation. ● Forbidden 121st Style: Yame

When the rushing attack hits, it locks the opponent and unleashes a flurry attack followed by a final explosion as a super special move. It is mainly used in close-range combos from moves such as a close-standing C→+A when in tight proximity. It has almost no invincibility frames, so avoid using it on wake-up or as an interrupt.

● Urasan Hyakujūroku-style: Hana

A super special move that can be derived from Hachiwajime, slicing the opponent while launching them into the air and finishing with a pillar of flame. This move does not require the power gauge to perform, so Hachiwajime Hi 021

Try to perform it every time when appropriate.

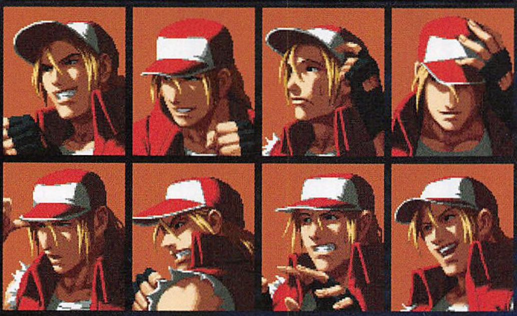
●Back Type 311: Folded Claw Comb

This is a super special move that reinforces the clawing motion; on hit it slams the opponent into the ground and finally launches them skyward with an "Oni-yaki" finish. It is a mid-level attack that grants a brief period of invulnerability at the start, after which a guard point appears, but the guard point disappears just before the attack's hitbox becomes active.

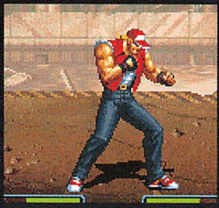
●Blood Rampage

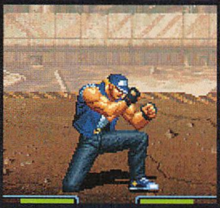
Regardless of whether it is an attack hitbox, this EXCEED allows you to parry almost every striking move. A parry judgment is active from the moment EXCEED is activated; while active you are invulnerable, but there is no invulnerability against throws. If successful, it can take away more than half the opponent's health and cause a knockdown that cannot perform a recovery roll, enabling immediate offensive press

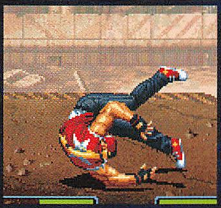
Terry Bogard

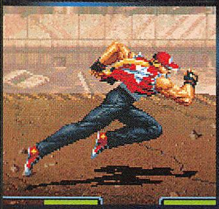

Face Pattern

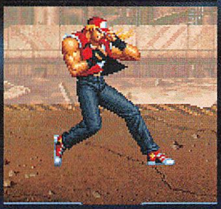
A wandering street fighter later famed as the Legendary Wolf. He excels in explosive close-range combat, exemplified by combos starting from close-standing C, among others. His Power Gauge also charges easily, making him an accessible character to use.

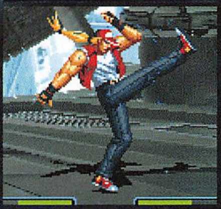

AC Button Color

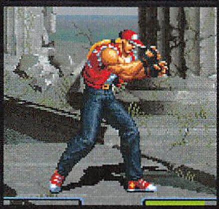

BD Button Color

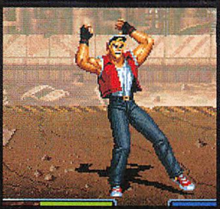

Get-up

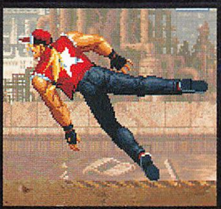

Front Step

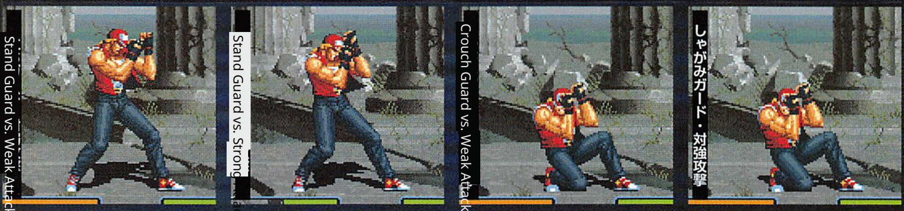

Backstep


Throw Escape


Usually throw failed


Guard Crush


Spiral Knockback

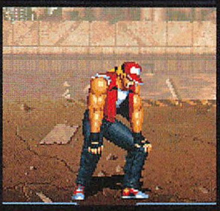

Guard

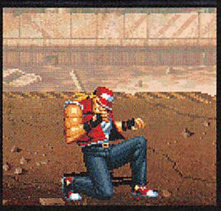
Stand Guard vs. Weak Attack

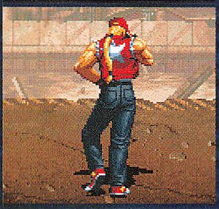
Stand Guard vs. Strong Attack

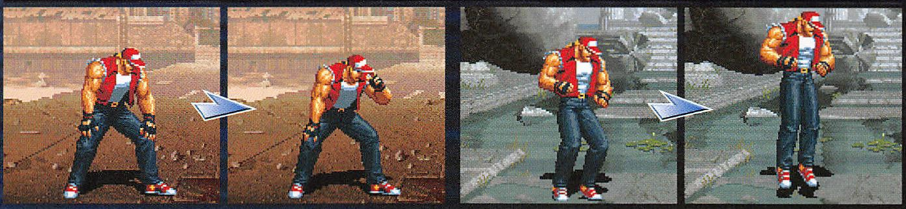
Crouch Guard vs. Weak Attack

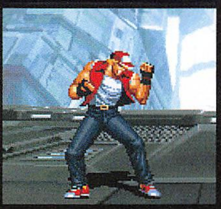
しゃがみカード・対強攻撃

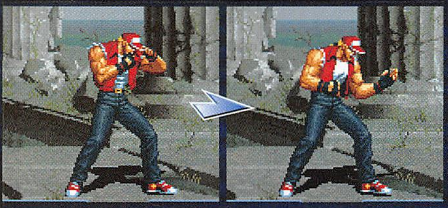

Stun

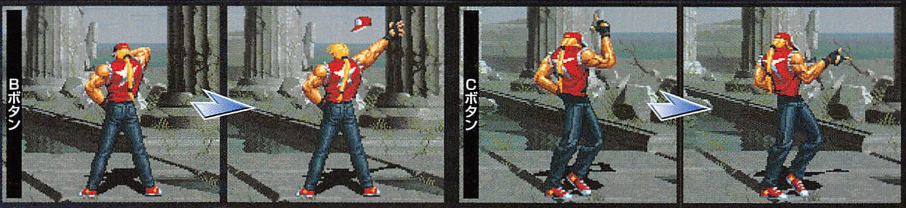

Defeated by Scrape


Loss by timeout


Intro Scene

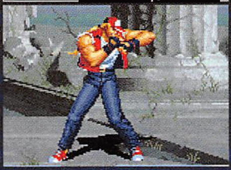
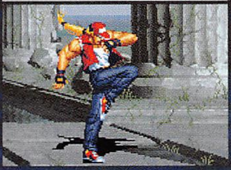
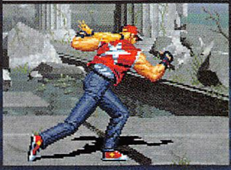
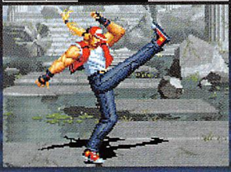
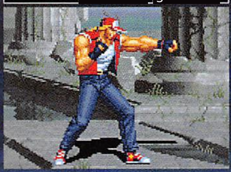
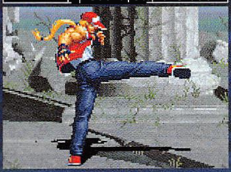
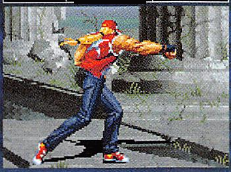
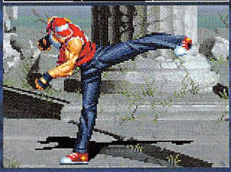
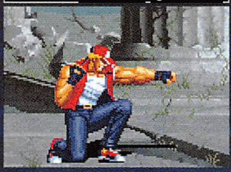
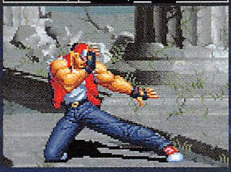
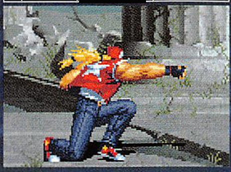
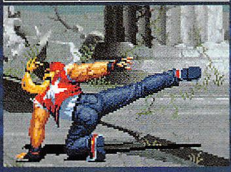
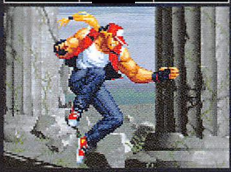
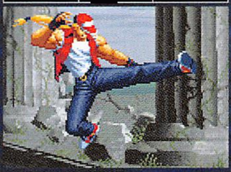
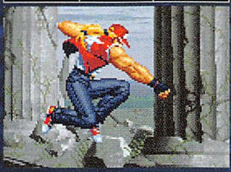
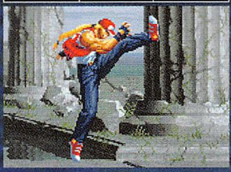
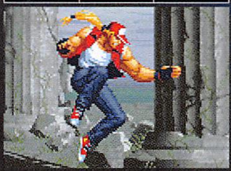
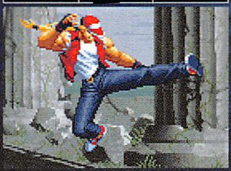
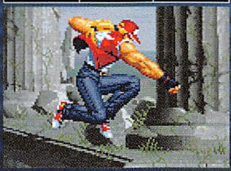
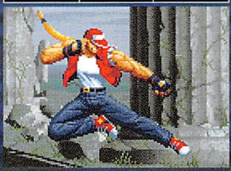

Introductory Scene (vs. Geese)


Taunt


Victory Pose

Bボタン

Cボタン

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required 	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required 	Dm: 12x2 C.Dm: 18 Stn: 12x2 G.C: 9x2 Guard: Stand/Crouch Cn: Special Super 	Dm:21 C.Dm:30 Stn:20 G.C:16 Guard: Stand/Crouch Cn:特必 
Long-range standing attack	Dm:6 C.Dm:8 Stn:6 G.C:6 Gd: Standing / Crouching Cn: Link Special Required 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Guard: Stand/Crouch Cn:× 	Dm:21 C.Dm:30 Stn:20 G.C: 16 Guard: Stand/Crouch Cn:× 	Dm:21 C.Dm:30 Stn:20 G.C:16 Guard: Stand/Crouch Cn:× 
Crouching attacks	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required 	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd: Crouch Cn: Chain Special Super 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd: Stand/Crouch Cn:特必 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd: crouch Cn: special required 
Vertical jump attacks	Dm:6 C.Dm:8 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Guard: Stand Cn:× 	Dm:21 C.Dm: 30 Stn:20 G.C:16 Gd: Stand Cn:× 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd: Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm:8 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd: Stand Cn: hit 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Close-range standing C is a two-hit move and both hits are cancelable, making it easy to confirm a hit and follow up into a super or other moves. Crouching B is a cancelable low attack; both moves form the core of close-range combat. Crouching D is a long-reaching low attack; if used from a low posture it can also serve as an anti-air. Far standing B has fast startup and long reach, making it useful for mid-range zoning. Far standing C has no hurtbox on its tip, so it easily beats the opponent’s pokes.

Normal Jump Attacks

Jump D excels at mix-up properties and has long reach, so it is a primary jump-in attack. Jump C has fast startup, so if used on the ascent it can function as a mid attack against some characters. Also, when used from a vertical or backward jump it serves well as an anti-air. Jump B has long horizontal reach, so it is good to use in air-to-air situations.

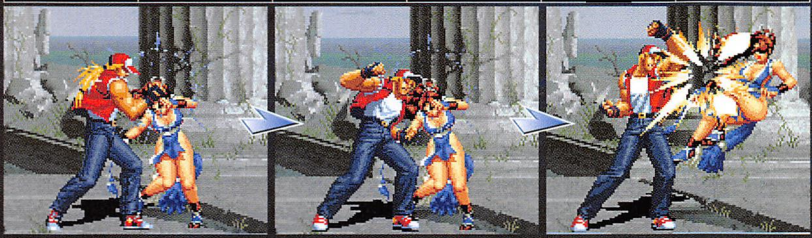
Throws / Special Moves / Other

CD throw tosses the opponent in the opposite direction and prevents them from performing a wake-up roll. It is useful for setting up reliable oki pressure. ↑+C has fast startup and is cancelable. It can be used to link from light attacks, and if timed early it can sometimes serve as an anti-air. However, if it trades or is beaten outright, it becomes a counter hit and will suffer heavy damage.

Throw **Grasping Upper**

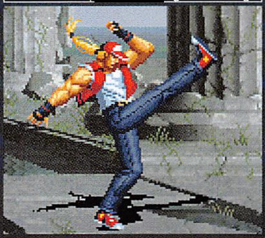
Approach and press A and B simultaneously

Dm:24 | C.Dm:24 | Stn:0 | G.C:0 | Gd:throw | Cn:×



Guard Cancel Attack

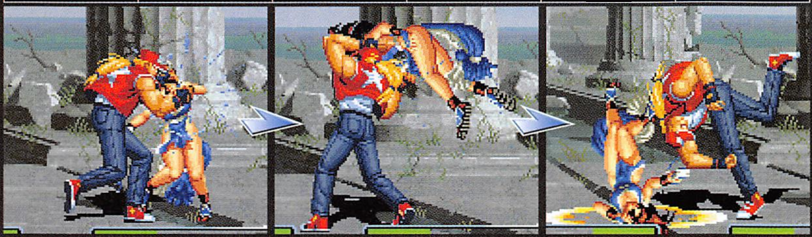
Dm:0 | C.Dm:0 | Stn:0
G.C:0 | Gd: Standing/Crouching | Cn:×



Throw **Buster Thru**

Close in and press C and D simultaneously

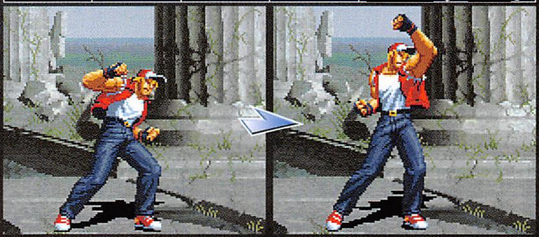
Dm:24 | C.Dm:24 | Stn:0 | G.C:0 | Gd:throw | Cn:×



Special **Rising Upper**

↑+C

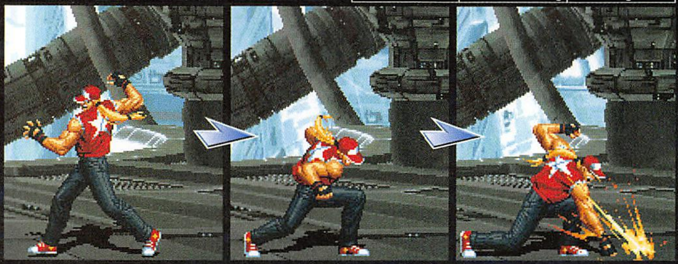
Dm:18(11) | C.Dm:24(16) | Stn:18(11) | G.C:11(7) | Gd: Standing/Crouching | Cn: Required



Power Wave

Special Move +A

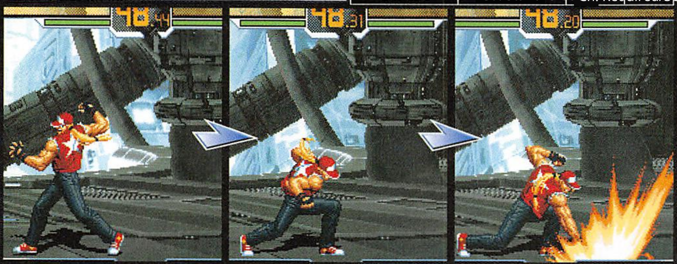
Dm:16 | C.Dm:13 | Stn:11
G.C:11 | Gd: Standing/Crouching | Cn:—



Round Wave

Special +C

Dm:24 | C.Dm:27 | Stn:16
G.C:24 | Gd: Stand/Crouch | Cn: Required/SC

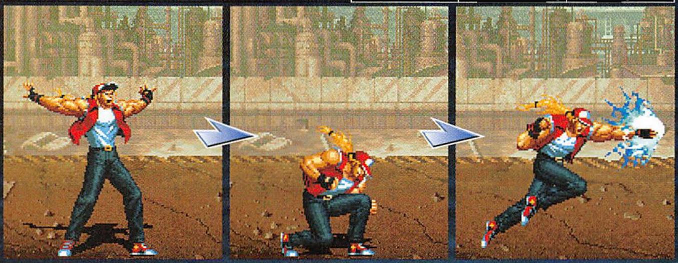


※Can be canceled into by special moves other than Power Wave and Round Wav

Burn Knuckle

Special Move +AorC

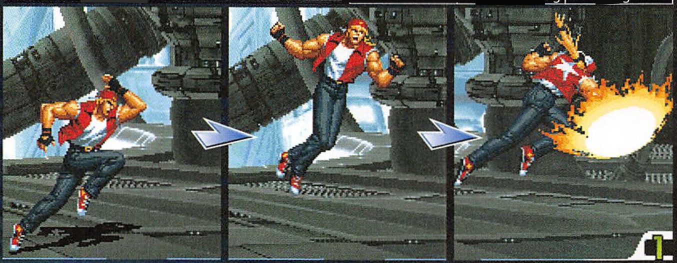
Dm:20·24 | C.Dm: 22–26 | Stn: 16–20
G.C:16·16 | Gd: Standing/Crouching | Cn: Unknown



Power Dunk

Special Move Heavy + B

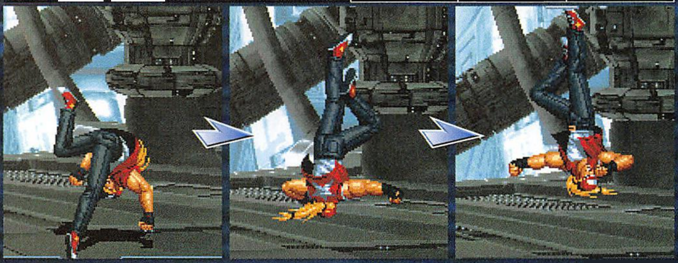
Dm: 16×2 • 17×2 | C.Dm: 20–21 | Stn: 11×2 • 12×2
G.C:11×2·12×2 | Gd: Standing/Crouching | Cn: Unknown



Rising Tackle

Special ◆Charge + A or C

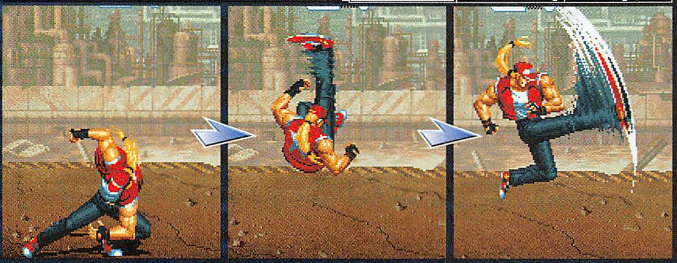
Dm: 13×4–12×7 | C.Dm: 14, 13 | Stn:3×4·2×7
G.C: 3×4 • 2×7 | Gd: Standing/Crouching | Cn:ど※



Crack Shoot

Special Move +BorD

Dm:16×2·22×3 | C.Dm:20·27 | Stn:11×2·20×2
G.C:11×2·16×3 | Gd: Standing/Crouching | Cn: o

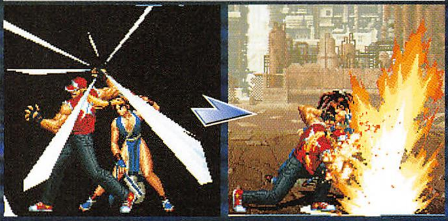


※Only the 1st hit is SC

Super Power Geyser

Killing Move +A or C

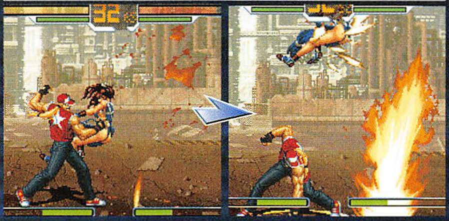
Dm:40	C.Dm:43	Stn:0
G.C:16	Gd: Standing/Crouching	Cn:—



Twin Geyser

Finishing Move During Power Geyser press +A o

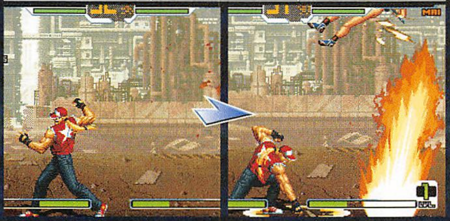
Dm: 18	C.Dm: 18	Stn:0
G.C:4	Gd: Standing/Crouching	Cn:—



Triple Gazer

Canceling move: During Twin Gazer pres

Dm:18	C.Dm:18	Stn:0
G.C:4	Gd: Standing/Crouching	Cn:—



● Power Wave

The projectile attack slams a fist into the ground and sends a ki wave racing along the surface. Because the projectile travels quickly and has relatively little recovery, it is very useful for zoning at mid to long range. Although the ki wave reaches the edge of the screen, be aware that since it runs along the ground it can be easily jumped over.

●Round Wave

Like the Power Wave, this move slams the fist into the ground, generating a shockwave on the spot. Its attack start-up is slow and it cannot be used in combos even from a heavy attack, but it tends to hit when the opponent, after guarding a heavy attack, attempts a counter with GC Front Step into a strike. Also, if this move hits or is guarded by the opponent, it can lead into Power Wave or Round...

You can cancel into other special moves (except D Wave), and on hit you can hit the launched opponent with a special move. If activated at MAX, you can super-cancel into a super special move. ● Burn Knuckle

After spreading both arms, the character thrusts their fists forward and charges; on hit it can knock the opponent down. The weak and strong versions differ in travel distance: the weak reaches the center of the screen, while the strong reaches the edge. The weak version can be linked from strong attacks, making it useful in basic combos. If either version just barely hits the tip of the opponent's guard, it leaves the situation almost even and avoids counterattacks. However, be careful: regardless of the distance at which it is guarded, if the opponent uses a Guard Cancel Front Step (GC Front Step) it becomes vulnerable to counterattack. Note that it will whiff against Chun-Li and Choi's crouching or no-guard states.

● Power Dunk

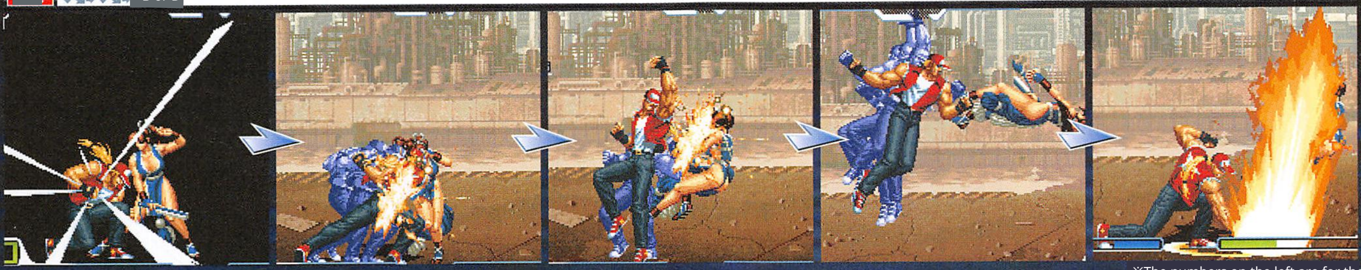
A move in which you lift the opponent with a knee strike, then leap up and slam them into the ground with a punch. Both the weak and strong versions can combo continuously from the weak attack. If it connects up to the second hit, it can cause an untechable knockdown, but it is hard to use because the first hit has short reach. ●Rising Tackle

This move twists the body upside down and strikes upward while rotating. The weak version rises vertically, the strong version rises diagonally upward; both can link into combos from weak attacks. The weak version has invulnerability at the feet until the attack is active, while the strong version has upper-body invulnerability until just after the attack becomes active. The strong version is a powerful anti-air — if timed slightly delayed it can intercept anything except strong downward-facing jump attacks. It is also a move that can be use

Super Killing Move High Angle Geyser

+B or D

Dm:24×4, 22 | C.Dm:24, 22 | Stn:0 | G.C:4×4, 0 | Gd: Standing/Crouching

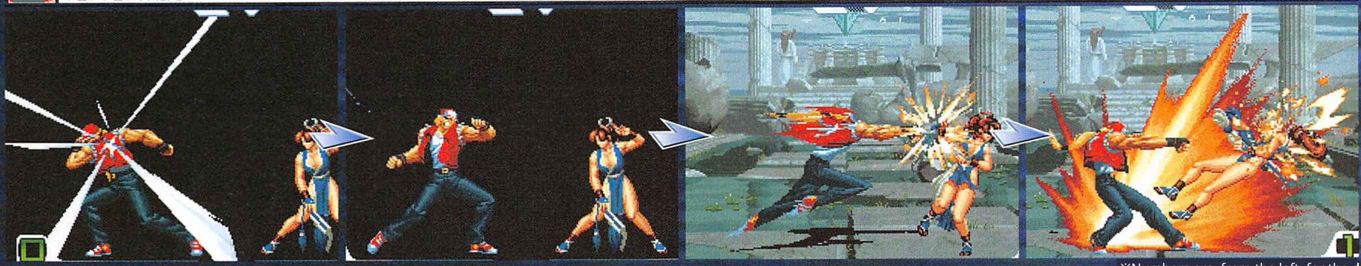


※The numbers on the left are for the charge attack (rush), a

Super Killing Buster Wolf

+AorC

Dm:22, 24×4 | C.Dm:22, 24 | Stn:0 | G.C:0 | Gd: Standing/Crouching

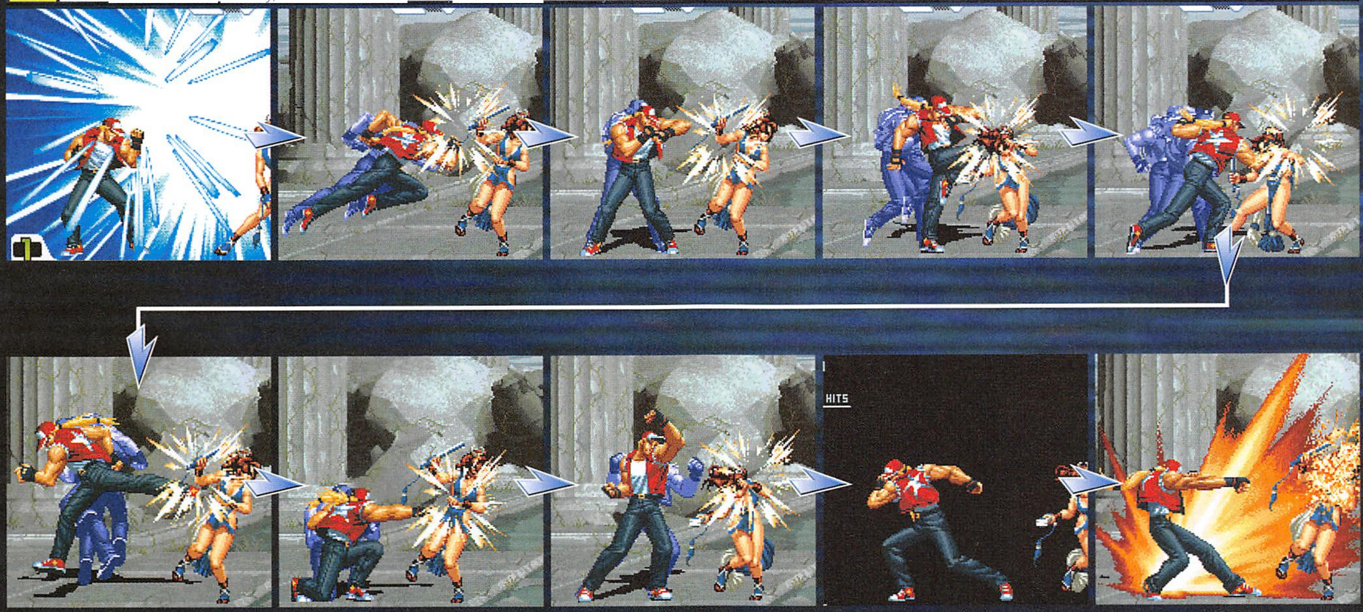


※Numbers are, from the left, for the dash and for the effect

EXCEED Rising Beat

Press +BC simultaneously, then A·A·B·B·C·C·D·D, then press +CD simultaneously

Dm:16+5×8+23×4 | C.Dm:16+5×8+23×4 | Stn:0 | G.C:0 | Gd: Standing/Crouching



● Crack Shoot

A multi-hit move that delivers a sweeping kick in an arc. The strong version traces a larger arc and reaches farther than the weak version. If guarded it leaves you at a disadvantage, but the strong version is characterized by its tendency to knock down opponents caught by a near-overhead jump attack. On aerial hits, the opponent's hitbox lingers, so use it as a zoning tool that also prevents jumping.

● Power Geyser

A move that strikes the fist into the ground and launches a shockwave. The invincibility period ends slightly before the attack actually comes out, so it is vulnerable to being one-sidedly crushed. It links from a strong attack, so mainly use it in combos. After it hits, the opponent remains in a hitstun state.

● Twin Geyser

Additional attack following Power Geyser. The additional input is performed prior to the initial one. The part where the technique's fist strikes up to the section where the shockwave becomes largest accepts input, and if released slightly late it can launch the opponent higher. After hitting, the opponent's hurtbox remains, allowing various follow-up attacks at the screen edge.

● Triple Geyser

An additional attack following Twin Geyser. If you land this, it deals greater damage than most other super moves

● High Angle Geyser

A move that links into Tackle → Upper → Power Geyser. It has almost no invincibility frames, but is notable for its fast startup that can be chained from light attacks. At the screen edge you can follow up on hit, and it can exceed the power of Triple Geyser. However, if the distance is far it may whiff midway, making it somewhat awkward to use.

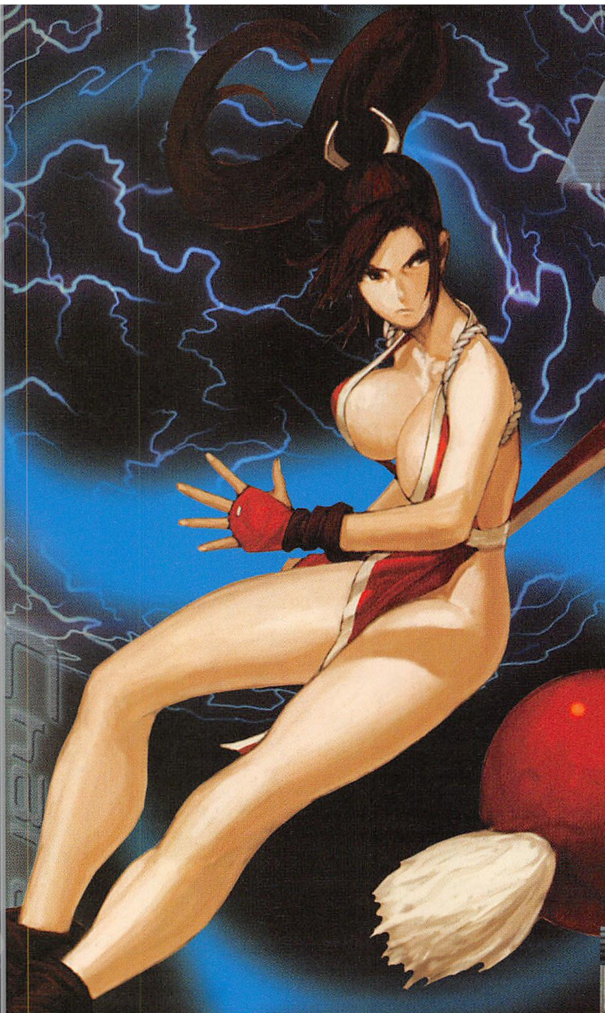
● Buster Wolf

A rushing punch that thrusts forward and releases a shockwave on contact. It links from a heavy attack (it starts up faster than Power Geyser), has excellent movement distance and rush speed, and if not met with a GC Front Step it cannot be punished. The invincibility lasts until just before the attack's startup, and at worst it results in a trade. However, on airborne hit it usually only connects the first hit unless at the screen edge.

● Rising Beat

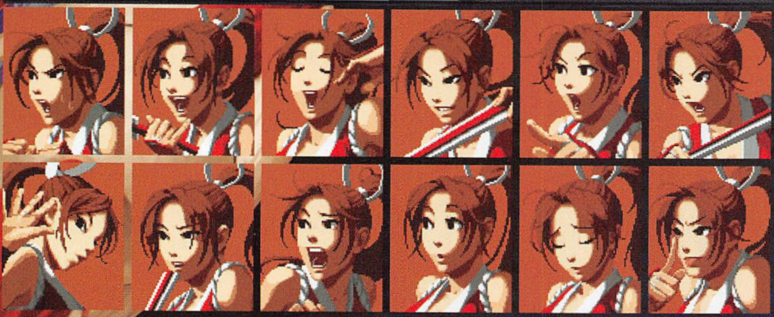
By additional input, it delivers nine strikes and finishes with a shockwave in this rush attack. It has virtually no invincibility, but its quick startup allows easy linkage from light attacks. Its movement distance is also relatively long. If you stop at the 5th hit, you gain a significantly advantageous situation, enabling precise timing to link normal moves.

Mai Shiranui

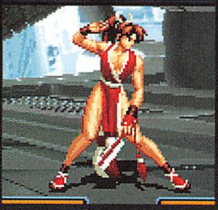


Mai, a kunoichi inheriting the Shiranui-style ninjutsu. Her combo damage is small, but she has many moves suitable for zoning and can fight patiently. A high jump arc is also a characteristic, useful for confusing opponents or escaping.

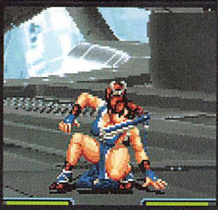
Face Pattern



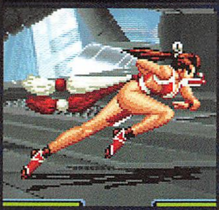
AC Button Color



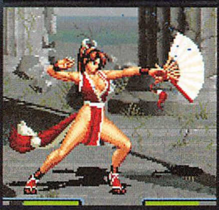
BD Button Color



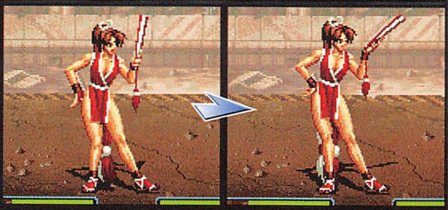
Front Step



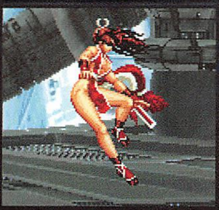
投げ Escape



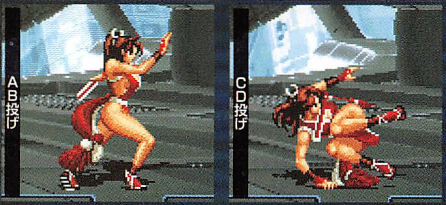
Taunt



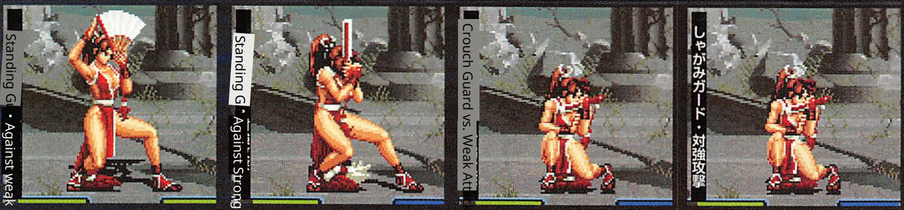
Backstep



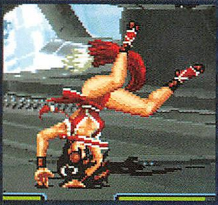
Usually throw failed



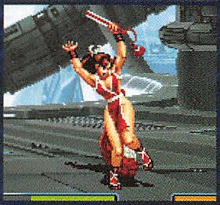
Guard


Standing G・Against weak attacks
Standing G・Against Strong Attack
Crouch Guard vs. Weak Att
しゃがみガード・対強攻撃

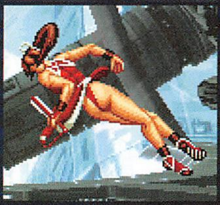
Get-up



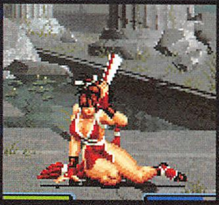
Guard Crush



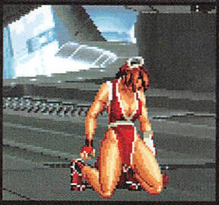
Spiral Knockback



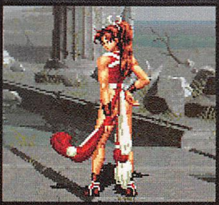
Stun



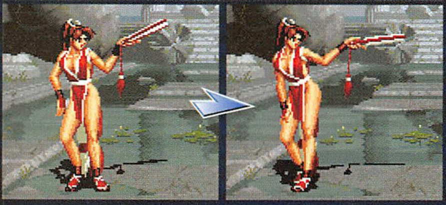
ケ Countered by displacement (loss when shifted)



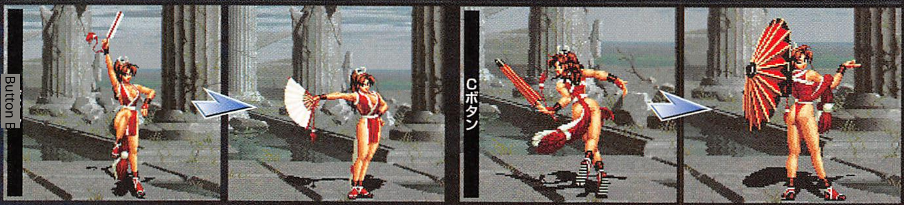
Loss by timeout



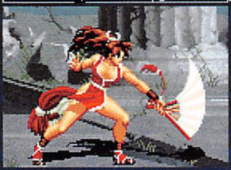
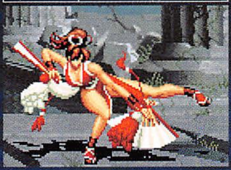
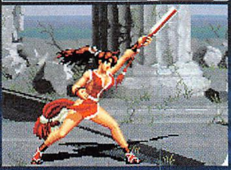
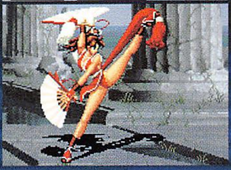
Intro Scene



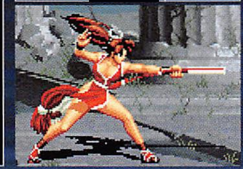
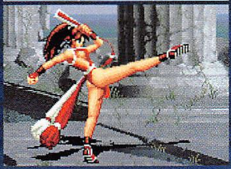
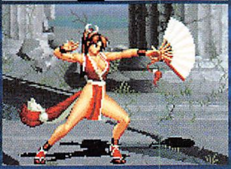
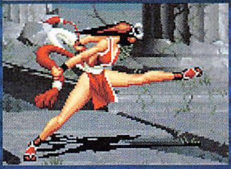
Victory Pose


Button B
Cボタン

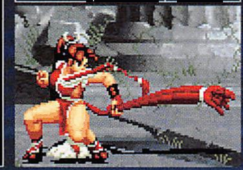
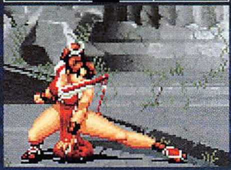
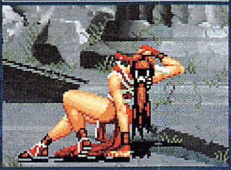
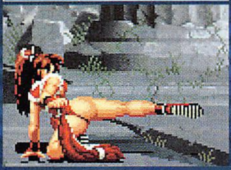
Close-range standing attack

A button	Button B	C button	D button
Dm:5 C.Dm:6 Stn:5	Dm:5 C.Dm:6 Stn:5	Dm:19 C.Dm:28 Stn:18	Dm:19 C.Dm:28 Stn:18
G.C:5 |Gd: Standing/Crouching Cn: Special→Super	G.C:5 Gd: Standing / Crouching Cn: Link Special Required	G.C:16 Gd: Standing/Crouching Cn: special required	G.C:16 Gd:Standing/Crouching Cn:必
			

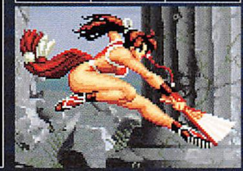
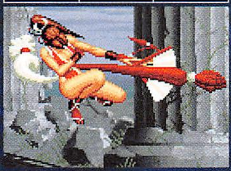
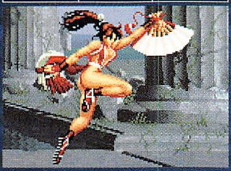
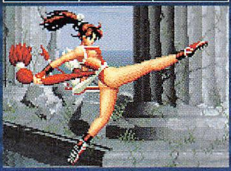
Long-range standing attack

A button	Button B	C button	D button
Dm:7 C.Dm:9 Stn:7	Dm:6 C.Dm:7 Stn:6	Dm:19 C.Dm:28 Stn:18	Dm:20 C.Dm:29 Stn:20
G.C:7 Gd: Stand/Crouch Cn:×	G.C:6 Gd: Standing/Crouching Cn:×	G.C:16 Gd:Standing/Crouching Cn:×	G.C:16 Gd: Standing/Crouching Cn: hit
			

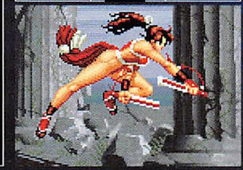
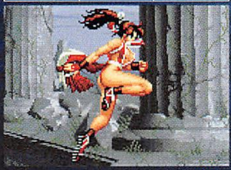
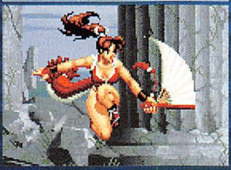
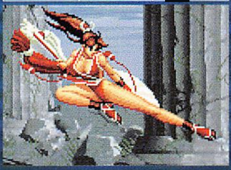
Crouching attacks

A button	Button B	C button	D button
Dm:5 C.Dm:6 Stn:5	Dm:5 C.Dm:6 Stn:5	Dm:19 C.Dm:28 Stn:18	Dm:20 C.Dm:29 Stn:20
G.C:5 |Gd:Stand/Bend Cn:Link	G.C:5 Gd:crouch Cn: consecutive	G.C:16 Gd:Stand Bend Cn:Special Required	G.C:16 Gd: crouch Cn:Special Required
			

Vertical jump attacks

A button	Button B	C button	D button
Dm:6 C.Dm:7 Stn:6	Dm:6 C.Dm:7 Stn:6	Dm:19 C.Dm:28 Stn:18	Dm:19 C.Dm:28 Stn:18
G.C:6 Gd: Stand Cn:×	G.C:6 Gd:Stand Cn:×	G.C:16 Gd: Stand Cn:×	G.C:16 Gd: Standing Cn:必
			

Diagonal jump attack

A button	Button B	C button	D button
Dm:6 C.Dm:7 Stn:6	Dm:6 C.Dm:7 Stn:6	Dm:19 C.Dm:28 Stn:18	Dm:19 C.Dm:28 Stn:18
G.C:6 Gd: Stand Cn:必	G.C:6 Gd: Stand Cn:×	G.C:16 Gd: Stand Cn:必	G.C:16 Gd: Stand Cn: Required
			

Ground normal moves

Far-range standing A and far-range standing B are good for zoning. Far-range standing D and crouching C have strong hitboxes and can attack while disrupting the opponent's zoning moves. Crouching D has short reach but is valuable because it can be canceled and leads to a knockdown. In close combat, switch between the fast-starting close-range standing C and the low-hitting crouching B.

Normal Jump Attacks

Jump C is used frequently for jump-ins. Try to perform it with a simultaneous CD press to also get an aerial throw. Forward jump D is powerful when its tip connects. Forward jump A and jump B both have cross-up properties. On vertical jumps, use jump D as an anti-air poke.

Throws / Special Moves / Others

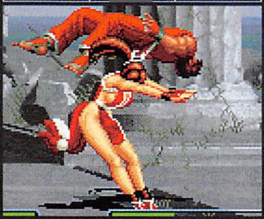
Use the CD throw often because it prevents the opponent from teching the fall. The aerial throw has a wide range. Consider failures and attempt it with a simultaneous CD press. +B's first hit is a low attack. If canceled, the first hit can be canceled into a special move. B is a mid attack; if performed as a cancel, you can use Musasabi Dance (air version) or +B before landing.

There are three special moves while jumping. +A, when it hits in the air, causes a downed state that cannot be recovered from a tech (unrecovertable knockdown). +B has a relatively slow startup. +D, if used after jumping over the opponent, will return you toward the front, making it harder to react to. Also, depending on positioning, it can be aimed as

Throw Shiranui Gōrin

[When close, press A and B simultan

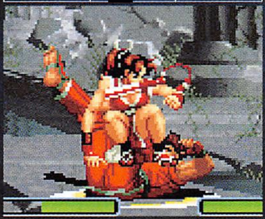
Dm:24 C.Dm:24 Stn:0
G.C:0 Gd:throw Cn: hit



Throw Yumezakura

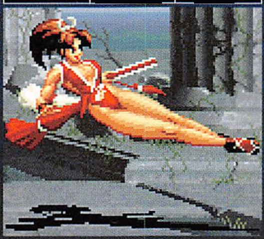
When approaching in the air, press A and B or C and D simultaneously

Dm:20 C.Dm:20 Stn:0
G.C:0 Gd:throw Cn: hit



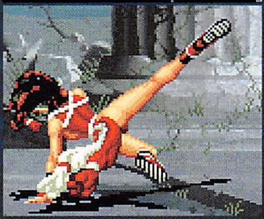
Guard Cancel Attack

Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Stand/Crouch Cn: hit



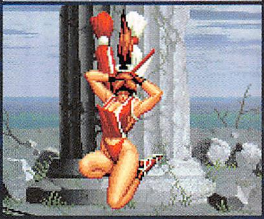
special Dance of the Red Crane ⬉+B

Dm:14(10)×2 C.Dm:16 (13) Stn:9(6) x2
G.C:9(6)×2 Gd:crouch→stand / crouch Cn:×(required→x)



Special Floating Feather In the air+B

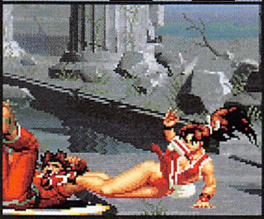
Dm:18 C.Dm:25 Stn:17
G.C:17 Gd: Stand Cn:※



Throw Windmill Break

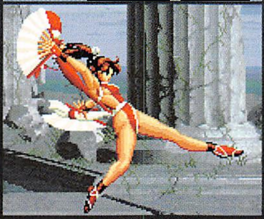
Close in and press C and D simultaneously

Dm:24 C.Dm:24 Stn:0
G.C:0 Gd:throw Cn: hit



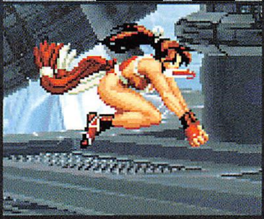
Special Dance of the Black Swallow ➡+B

Dm:19(11) C.Dm:22(13) Stn:9(6)
G.C:9(6) Gd:Standing (Stand/Crouch) Cn:(required)



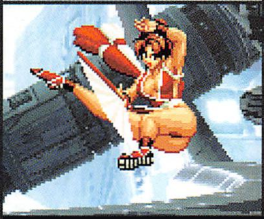
special Great Wheel Windmill Drop In the air, +A

Dm:18 C.Dm:25 Stn:30
G.C:17 Gd: Standing/Crouching Cn: Required



Special Yusuraume (Yusuraume) In the air, +D

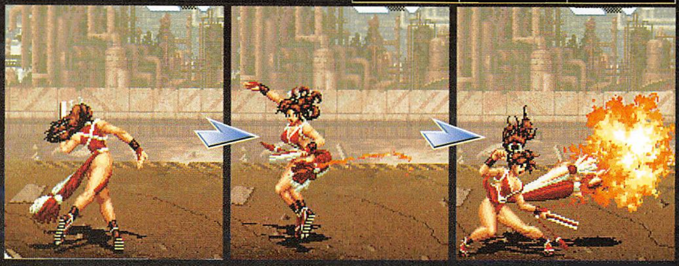
Dm:18 C.Dm:25 Stn:17
G.C:17 Gd: standing Cn:※



※Treated as a special move when performed from a cancel (can be performed by canceling from a required move).

|Special Move: Dragon Flame Dance
↓↙←+AorC

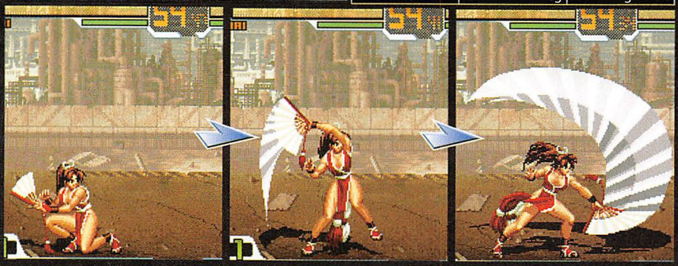
Dm:20.18×2 C.Dm:24.22 Stn:17・13×2|
G.C:17.13×2 Gd: standing/crouching Cn: do・do※



※Only the 1st hit is SC

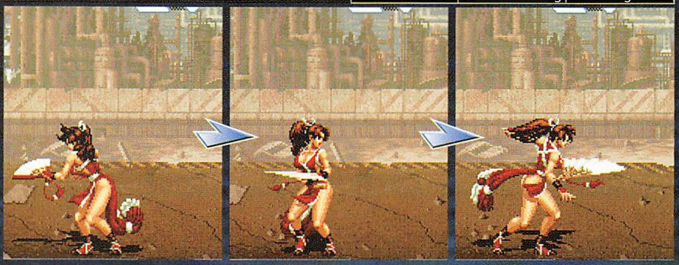
|Special Move Xiaoye Dry Bird
↓↙←+BorD

Dm:18 C.Dm:22 Stn: 11
G.C:11 Gd: Standing/Crouching Cn: do



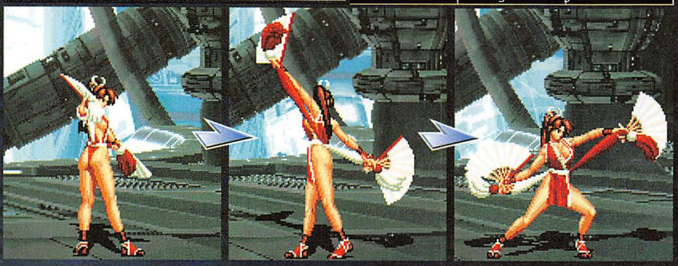
|Special Move [Kachō-sen
↓↘→+AorC

Dm:16 C.Dm: 20 Stn:11
G.C:11 Gd: Standing/Crouching Cn: do



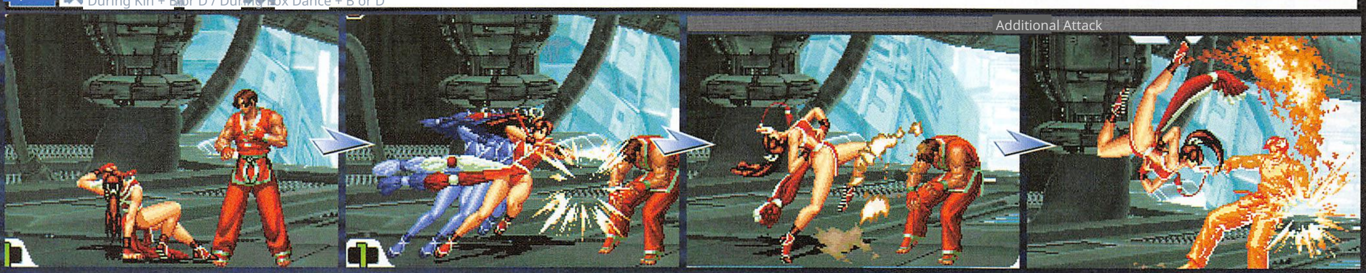
Special Move Shirasagi no Mai
→↓↘+AorC

Dm: 13x3.13x5 | C.Dm: 16.16 Stn: 9x3.9x5
G.C: 9x3.9x5 Gd: Standing/Crouching Cn: do



"Special Move Koshū no Mai Additional Attack
During Kin + B or D / During Fox Dance + B or D

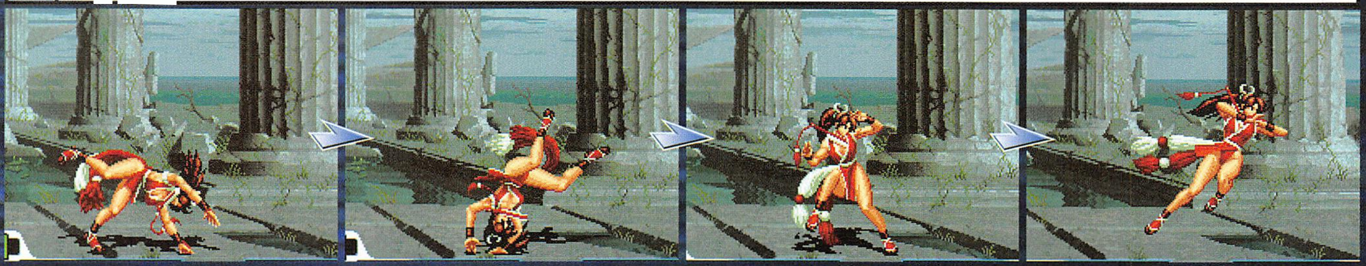
Dm: 16. 11x2 C.Dm: 20, 13 Stn: 11, 9x2 G.C: 11, 9x2 Gd: Standing/Crouching ※



※Only the 1st hit is SC

|Special Move ☐ Deadly Ninja Bee
Gold + B or D

Dm:17×2·26 C.Dm:20·29 Stn:9×2·30 G.C:9×2·20 Gd: Standing/Crouching Cn: do



●Dragon Flame Dance

Technique that twists the body while enveloping the kimono's tail in flames to attack. The weak version is a one-hit move that can follow strong attacks into combos, while the strong version is a two-hit move whose first hit occurs during the rotation, allowing it to combo even from a weak attack. During the weak version's rotation there is a brief moment when hit detection around the torso is removed, enabling the attack to bypass the opponent's zoning moves. The strong version's first hit can be super-canceled, making the Waterfowl Dance (Mizudori no Mai) linkable as a combo. When guarded, the weak version results in an even trade, whereas the strong version is at a disadvantage; however, if a Guard Cancel Front Step (GC Front Step) is used, the weak version can also be easily punished. Additionally, the flame portion can extinguish the opponent's projectiles.

●Sayo Chidori

An attack where the fan is swung downward from above. The weak version is a strong attack Can be followed by a combo from (start). There is a hitbox that reaches diagonally upward to some extent, but it is difficult to use as an anti-air. This move is compatible with "doco-cancel", so its main use is in combos during MAX activation.

● Kachōsen (Flower-Butterfly Fan)

A projectile-type technique that throws a fan forward. For weak and strong versions, the weak attack has faster startup and slower projectile speed. Also, the weak version has a smaller overall motion. Using the weak version, which has less recovery, as a mid-to-long-range poke is effective.

● Dance of the Egret

A technique that attacks while spreading both arms and rotating the body. The weak version hits 3 times and the strong version hits 5 times; on hit it causes a knockdown. If blocked it leaves a large recovery gap, so it's good to use in combos. Because it is a tech-cancelable move, during MAX activation it is especially useful.

It is especially valuable.

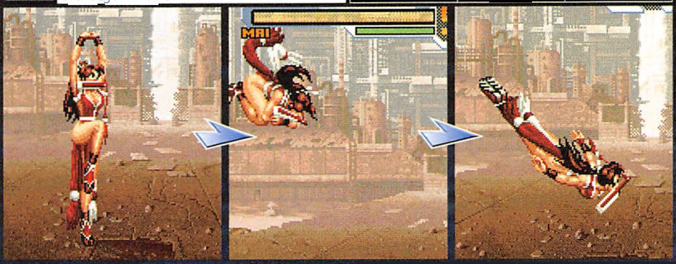
●Solitary Eagle Dance — Additional Attack

After briefly lowering the posture, this move charges forward with an elbow strike. While the posture is lowered, the upper body is invulnerable. The strong version travels farther than the weak, but correspondingly has greater recovery. The weak version, when used at point-blank range, is even if guarded, and if you force the opponent to block near the end, it becomes significantly advantageous.

The additional attack is a backflip wrapped in flames. The weak version performs it in place; the strong version jumps slightly forward. The input window for the follow-up lasts from the moment the attack hits until the attack animation ends, so at close range you can confirm the hit and then perform the additional attack. The follow-up has large recovery, but the weak version pushes the spacing away, so unless the opponent uses a Guard Cancel front step, surprisingly few

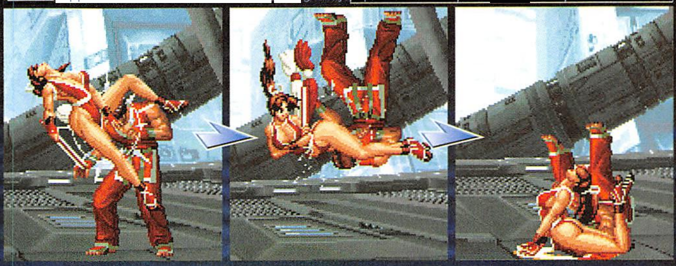
|Special Move| Flying Squirrel Dance (Ground)
Charge + A or C

Dm:22	C.Dm:26	Stn:17
G.C:17	Gd: Stand	Cn:—



Special
Approach after Musasabi Dance's triangular jump, then [illegible]

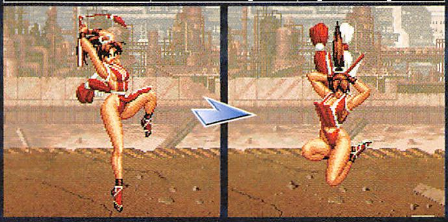
Dm:32	C.Dm:32	Stn:0
G.C:0	Gd:throw	Cn:—



Hold the button to attack; release the button to perform a triangular jump

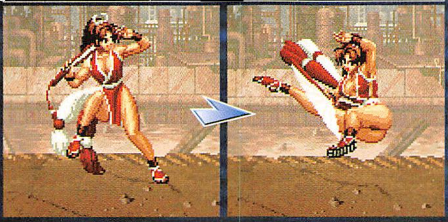
|Special| Floating Feather
After Musasabi Dance's triangular jump, then +B or D

Dm:20	C.Dm:24	Stn:17
G.C:17	Gd: Standing・Standing→Standing/Crouching	Cn:—



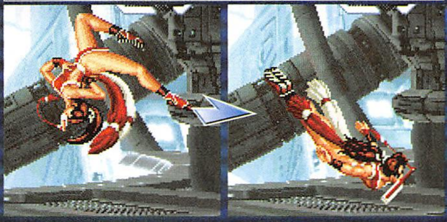
|Special Move| Yamazakura
After Musasabi Dance's triangular jump

Dm:20	C.Dm:24	Stn:0
G.C:17	Gd: Stand	Cn:—



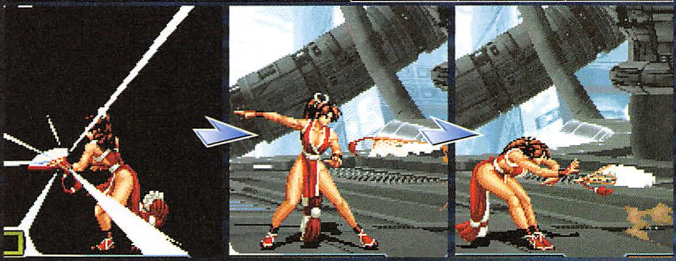
"Special| Musasabi Dance (air)
In the air +A or C
After a charged (hold) + A or C, perform the triangular jump then

Dm:22	C.Dm:26	Stn:17
G.C:17	Gd: Standing/Crouching	Cn:—



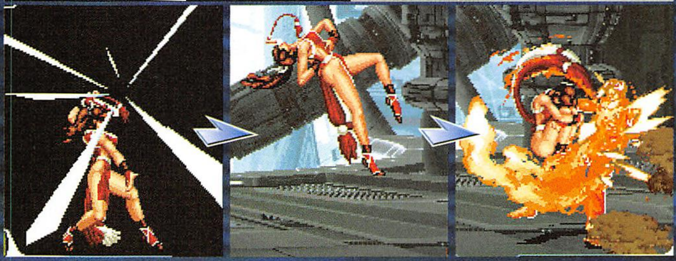
Super Special: Dance of the Water Bird (Chōhissui Chō)
Finishing Move +A or C

Dm:21×3	C.Dm: 24	Stn:0
G.C:4	Gd: Standing/Crouching	Cn:—



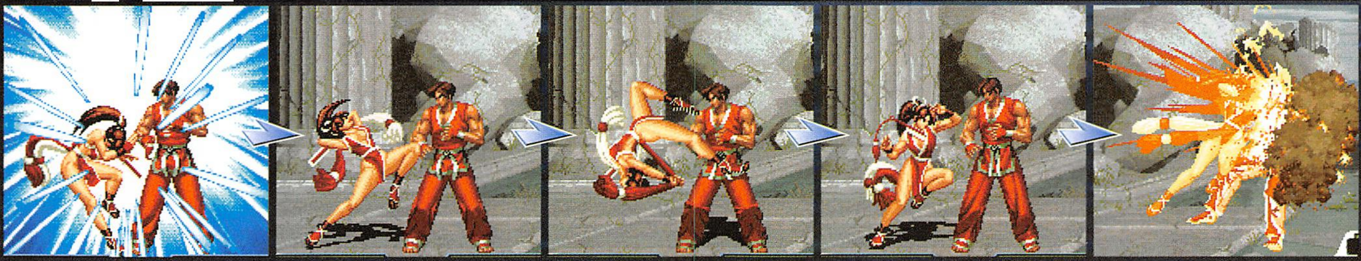
Phoenix Dance
Killing Move Hold+A or C

Dm: 31x7–31x10	C.Dm: 36 36	Stn:0
G.C:0	Gd: Standing/Crouching	Cn:—



EXCEED [Super Special: Ninja Bee]
Input Tap Forward + B and D simultaneously

Dm:59×12	C.Dm:63	Stn:0	G.C:0	Gd: Standing/Crouching Cn:—



● Hissatsu Shinpo (Deadly Ninja Bee)

A technique where you tumble sideways while charging forward and follow up with an elbow strike. The weak version leads into combos from the light attack, while the strong version has its initial hitbox positioned toward the rear, allowing it to function somewhat like a cross-up on landing. However, if it is blocked it leaves a large opening.

● Musasabi no Mai (Flying Squirrel Dance)

An attack that lunges diagonally downward from the air. The ground version can choose the direction of the tri-jump depending on the lever direction entered during the command input. If the button is held, the character turns on the wall while charging; if the button is released, it becomes a tri-jump, after which various follow-up techniques can be performed. After the tri-jump, airborne directional control with the lever is possible. The airborne version lunges from the spot; the weak version moves at a steeper angle. If either version connects low, even if blocked it results in an even situation.

● Ukihane (Floating Feather)

An aerial knee strike directed downward. The weak version has the same properties as the special-attack version. The strong version can be crouch-blocked except immediately after its startup, and cannot be performed at low heights.

● Yamazakura (Mountain Cherry)

A diagonal-down hip attack. It has the same properties as the special-attack version and is a mid attack. Use it near the opponent's head to aim for a cross-up on landing.

● Tōka-dori Tsubute (Peach Blossom Bird Pellet)

A throw that can be performed both on the ground and in the air. However, if a grounded opponent inputs a guard, they will assume a guard pose against the tri-jump, preventing the throw from connecting.

● Mizudori no Mai (Water Bird Dance)

A projectile-type technique that sequentially launches three fan-shaped “Butterfly Fans” forward. It is difficult for the third hit to connect unless it involves the screen side. The weak version has faster attack startup and shorter recovery than the strong version, but the strong version has faster projectile speed, making three hits easier to land. However, neither version maintains invincibility through to the attack startup.

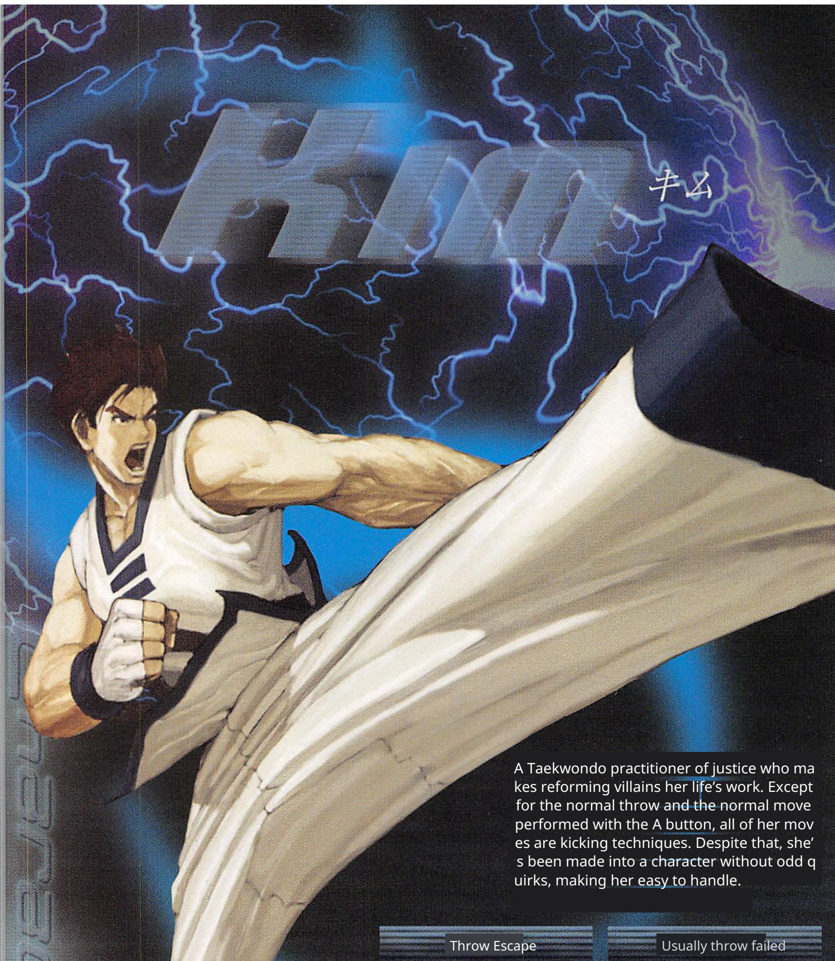
● Phoenix Dance

A technique where the user rises, spins while enveloped in flames, then descends. The weak version charges at a steeper angle. The attack has slow startup, and if guarded it leaves the user very vulnerable. Its only advantage is a long period of invincibility.

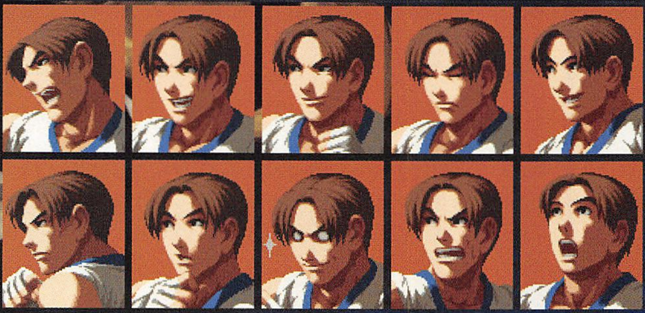
● Super Special: Shinobibachi

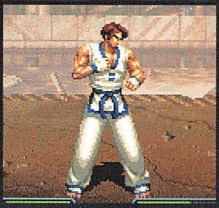
An enhanced version of the Special: Shinobibachi. It retains invincibility until after the attack becomes active and is powerful. However, its startup is slow, and if guarded the vulnerability is even more noticeable. It cannot be linked when canceled from a special into a super, so if you want to use it, start from +B (first hit).

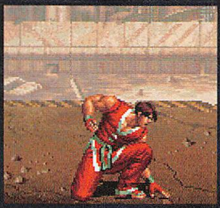
Kim キム

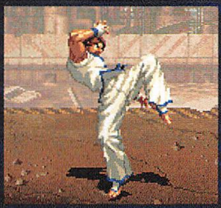


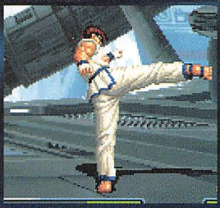
A Taekwondo practitioner of justice who makes reforming villains her life's work. Except for the normal throw and the normal move performed with the A button, all of her moves are kicking techniques. Despite that, she's been made into a character without odd quirks, making her easy to handle.

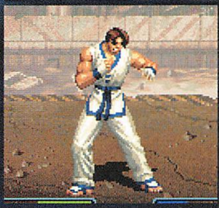

Face Pattern

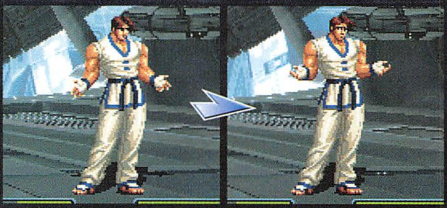

AC Button Color

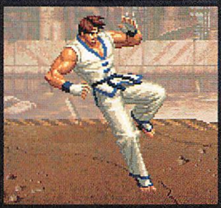

B·D Button Color

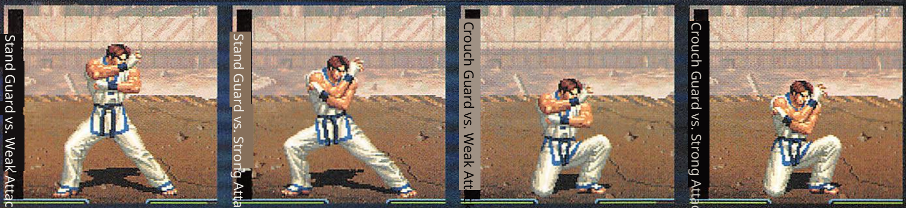

Front Step

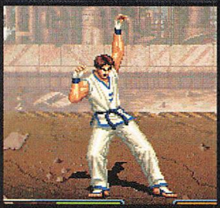

Throw Escape

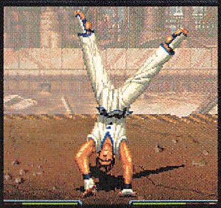

Usually throw failed

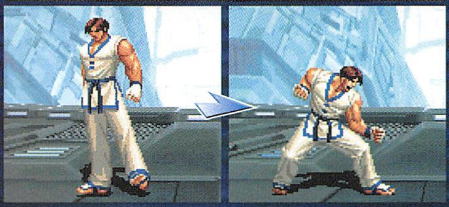

Taunt

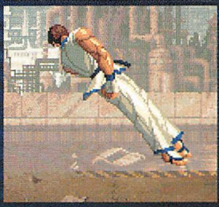

Backstep

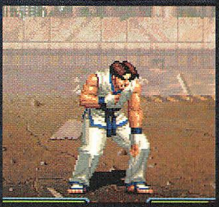

Guard
Stand Guard vs. Weak Attack
Stand Guard vs. Strong Attack
Crouch Guard vs. Weak Att
Crouch Guard vs. Strong Attack

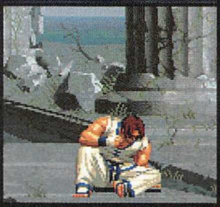

Guard Crush

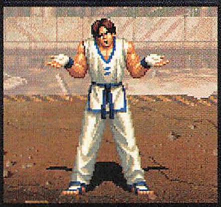

Get-up

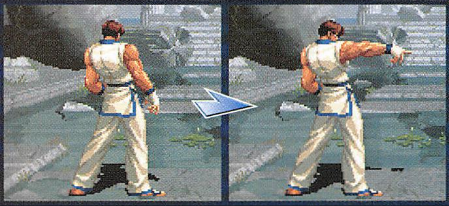

Intro Scene

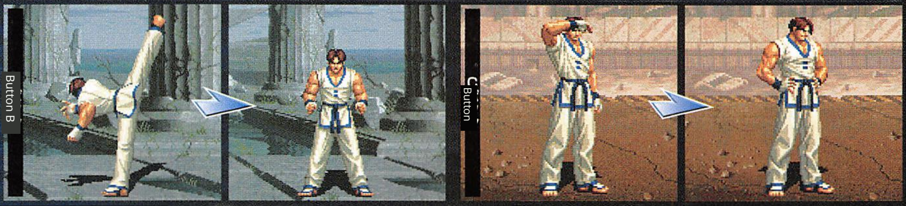

Spiral Knockback


Stun

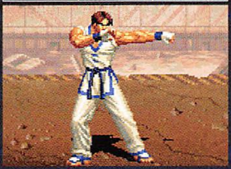
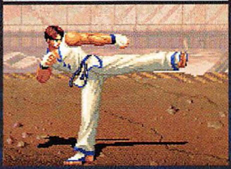
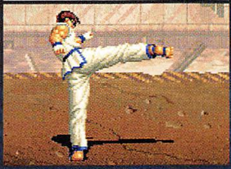
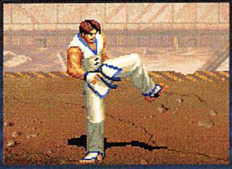
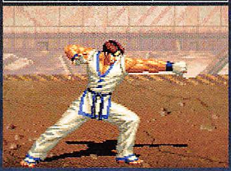
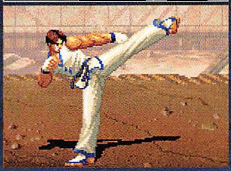
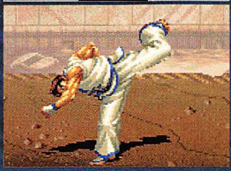
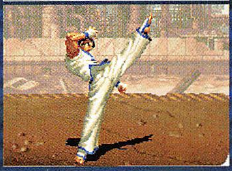
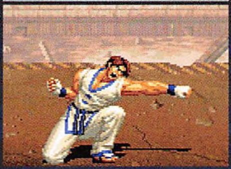
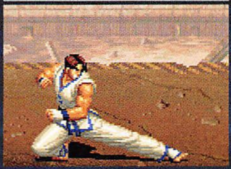
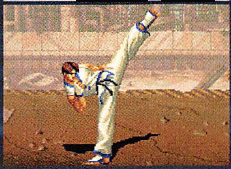
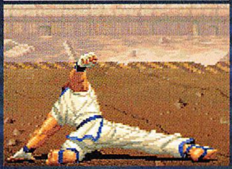
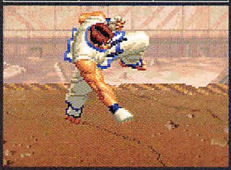
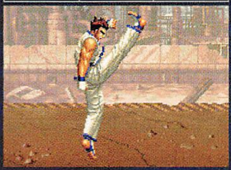
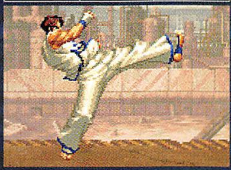
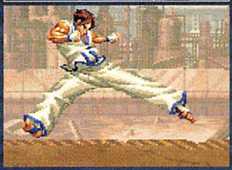
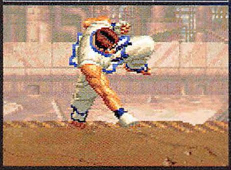
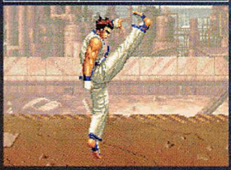
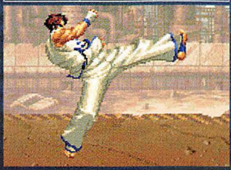
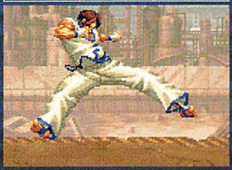

Defeated by Scrape


Loss by timeout


Intro Scene (Against Villains)※


Victory Pose
Button B
Button C

※Against Villains (Iori, Earthquake, Genjūrō, Geese, Goenitz, Bison, Balrog, Vega, Dimitri)

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing/Crouching Cn: Special Super 	Dm:3×2 C.Dm:5 Stn: 3×2 G.C:3×2 Gd: Standing/Crouching Cn: Special Super 	Dm: 12×2 C.Dm: 16 Stn: 11×2 G.C: 11×2 Gd: Standing/Crouching Cn: x 	Dm: 12×2 C.Dm: 16 Stn: 11×2 G.C: 16×2 Gd: Standing/Crouching Cn: Special Super 
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand/Crouch Cn:× 	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Standing/Crouching Cn: x 	Dm:21 C.Dm:29 Stn:20 G.C:16 Gd: Standing/Crouching Cn:× 	Dm: 14×2 C.Dm: 17 Stn: 14×2 G.C: 16×2 Gd: Standing/Crouching Cn: x 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Guard: Stand/Crouch Cn:特必 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:crouch Cn: consecutive 	Dm: 17 C.Dm: 18 Stn: 16 G.C: 16 | Gd: Standing/Crouching Cn: Special Super 	Dm:21 C.Dm:29 Stn:20 G.C:16 Gd: crouch Cn: special required 
Vertical jump attacks	Dm:6 C.Dm:7 Stn: 6 G.C:6 Gd: Stand Cn: Super 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:21 C.Dm: 29 Stn:20 G.C:16 Gd: Standing Cn:× 	Dm:21 C.Dm:29 Stn:20 G.C:16 Gd: Stand Cn: hit 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn: Required 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:21 C.Dm:29 Stn:20 G.C:16 Gd: Stand Cn:× 	Dm:21 C.Dm:29 Stn:20 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Far-range Standing A and Crouching D are the main poking moves. Try to hit with the tip of either move. In particular, far-range Standing A is effective when you walk and tap it in short bursts. From the low attack Crouching B you can link to Crouching A to set up San Kū Geki or Houou Hitenkyaku. Close-range Standing C is a two-hit move, with only the second hit being cancelable. From a hit confirm you can connect into a super move.

Normal Jump Attacks

Jump A can flip the opponent, allowing you to jump in a way that confuses the guard direction. When jumping in from the front, a strong downward jump kick is easy to use, and Jump C is suitable for air-to-air situations. Use these two depending on the situation.

Throws / Special Moves / Other

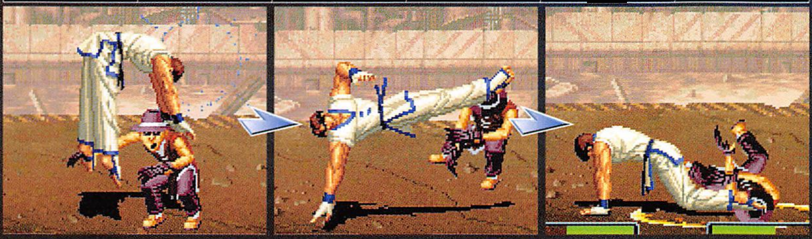
The recommended throw is the AB throw. Because it prevents the opponent from taking a recovery roll, it makes it easier to apply pressure on wake-up with cross-u

➡+B is a mid attack with relatively fast startup. Take advantage of its mid properties to use it as a single poke to chip away at the opponent's health. If MAX is active, follow ➡+B with a weak Half-Moon Slash → SC Phoenix Kick in a combo to break guard and deal large damage, making it very strong.

投げ First Supreme Drop

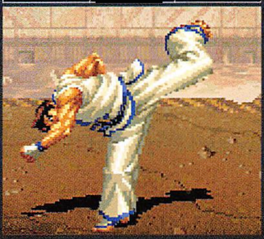
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



Guard Cancel Attack

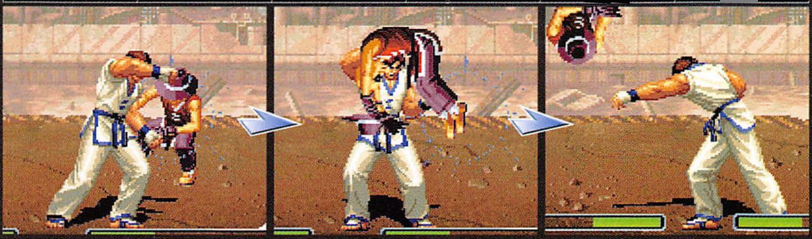
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Stand/Crouch	Cn:×



投げ Killing Leg Throw

Close in and press C and D simultaneously

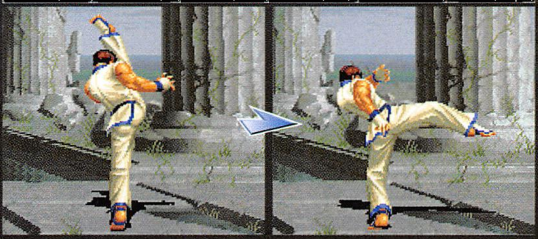
Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn: hit



special Neri Chagi

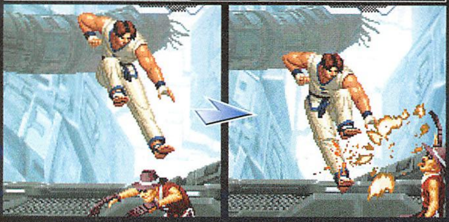
➡+B

Dm: 13 (10×2) C.Dm: 18 (13) Stn: 13 (10×2) G.C: 11 (7×2) Guard: Stand (Stand/Crouch) Cn: × (required)



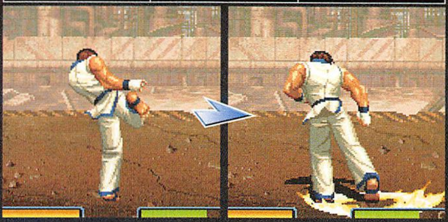
|Special Move| Soaring Kick
In the air ⬇⬋⬅+BorD

Dm:11×5 C.Dm:14 Stn:10×5
G.C: 10×5 Gd: Standing/Crouching Cn:—



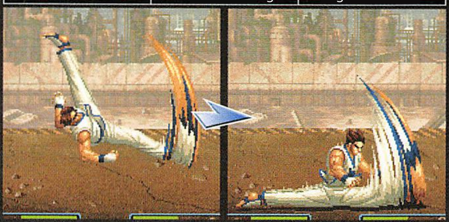
|Special Move| Dominant/Overbearing Kick
⬇⬇+BorD

Dm:12・24 C.Dm: 16.29 Stn:0・16
G.C:10・20 Gd: Crouch Cn:SC※・—



|Special Move| Half Moon 斬
⬇⬋⬅+BorD

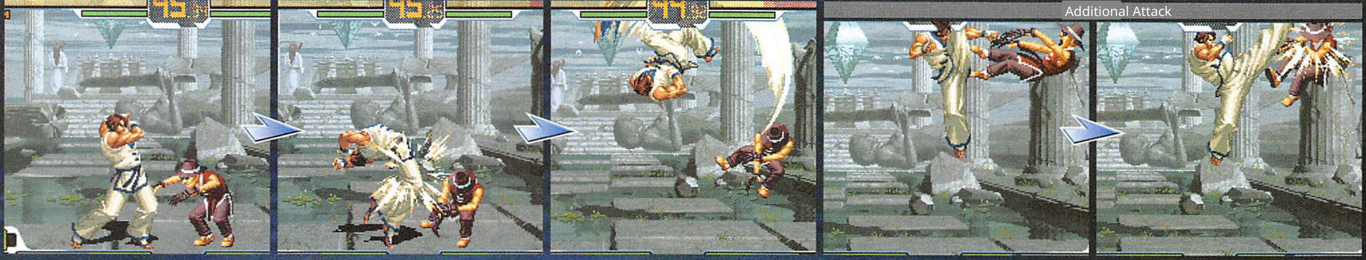
Dm:22・13×3 C.Dm: 24.18 Stn: 16・11×3
G.C:16・11×3 Gd: Standing/Crouching Cn: Neutral/SC Neutral



※SC is only possible with Houou-kyaku (Phoenix Kick)

"Special Move | Hien 斬 / Additional Attack
◆Charge + B or D / During Hien Slash middle + D (Strong only)

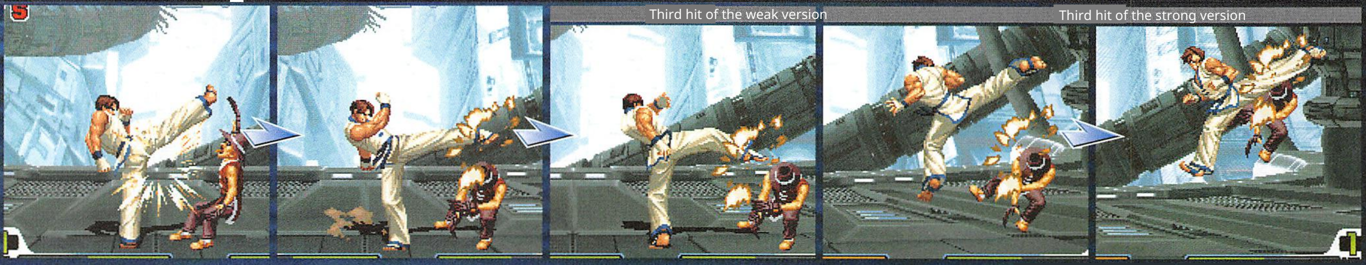
Dm: 22.13×2(10) C.Dm: 26.18(13) Stn: 11・10×2(7) G.C: 11・10×2(7) Gd: Standing/Crouching(Standing) | Cn: Neutral・



※Data in parentheses are for the additional attack. SC applies only t

|Special Move| Triple Hit
◆Guard + A or C (3 consecutive inputs)

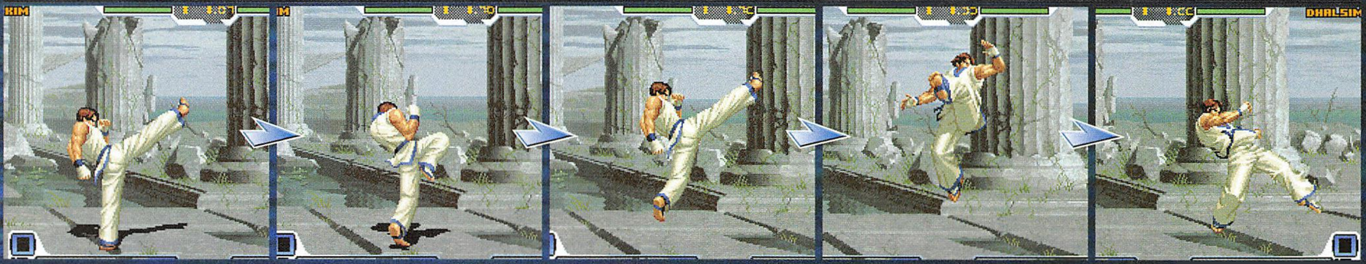
Dm: 10+10+14×2 C.Dm: 12, 12, 18 Stn: 4, 4, 4×2 G.C: 4, 4, 8×2 Gd: Standing/Crouching※ Counter※・SC


Third hit of the weak version
Third hit of the strong version

※Gd applies only to the third hit of the weak version. SC is possible o

|Special Move| Triple Aerial Strike
◆+A or ⬋+BorD・⬇+BorD

Dm:11+18 C.Dm:13、20 Stn:4、14 G.C:4、8 Gd: Standing/Crouching Cn:SC※・Standing



※SC is only possible near the end of the sec

● Soaring Kick

A special move where the character briefly hovers in midair and then descends while unleashing multiple kicks. The weak version descends at a sharper angle, while the strong version descends at a shallower angle.

For both weak and strong versions, depending on how it connects, if the attack lands just before landing it creates a favorable situation for the attacker whether it is guarded or hits. Note that the weak version has less recovery vulnerability.

● Ki Kick

A special move that delivers a low kick as if forcefully stomping the ground. The weak version can be chained from a light attack but has lower power than the strong version. By contrast, the strong version can only follow a heavy attack, yet it deals greater damage and is characterized by its ability to knock the opponent down.

As an interesting property, "If it's weak, then with Phoenix Kick alone you can super ky

There is something called "cancelable." Also, if you input Weak Haki Kick → Cancel Phoenix Kick while not in MAX activation status, the recovery of Weak Haki Kick is reduced and you can move immediately. By using this, you can perform follow-up combos such as Weak Haki Kick → Cancel Phoenix Kick Front Step close-standing C~.

●Half Moon 斬

A kicking technique that spins while making an arcing dash. The weak version is a single-hit move with short travel distance and does not knock the opponent down even if it hits. The strong version is a three-hit move that travels farther than the weak version; if the third hit connects, it can knock the opponent down. The strong version has longer recovery, but if you force the opponent to block through all three hits, the distance will widen, making it harder to suffer a large counterattack.

Also, only the weak version can be super-canceled

...and can connect to various Super Moves and EXCEED.

• Hien Cut / Additional Attack

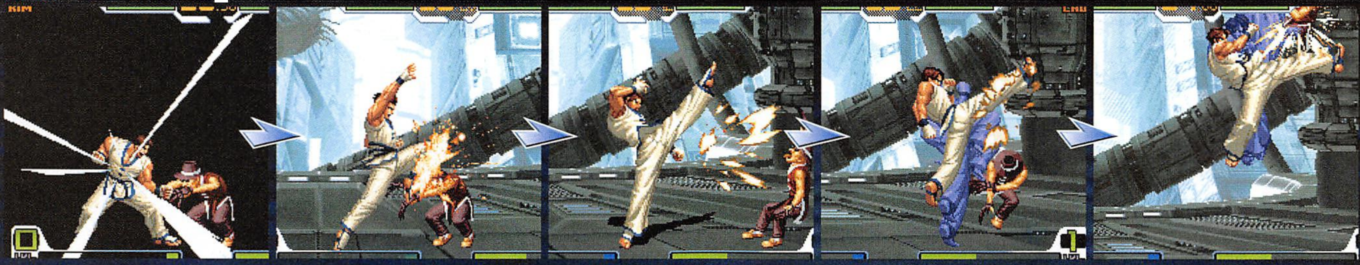
A special move that performs a backflip kick while rising. The weak and strong versions differ significantly in properties, and their uses also vary greatly.

The weak attack is invincible until its offensive hitbox appears, so it serves well as an anti-air or interrupting move. If it connects immediately after its startup, it can knock the opponent down, but if the latter portion of the move hits the opponent while they are on the ground, it will not cause a knockdown. However, this rarely happens in actual play, so you don't need to worry about it.

The strong attack loses invincibility just before the hitbox is generated, so it's hard to use for anti-air or interrupting, but because it can follow up with additional attacks, the total damage is fairly large. Use it for follow-up hits after launching with Strong Phoenix Flying Kick.

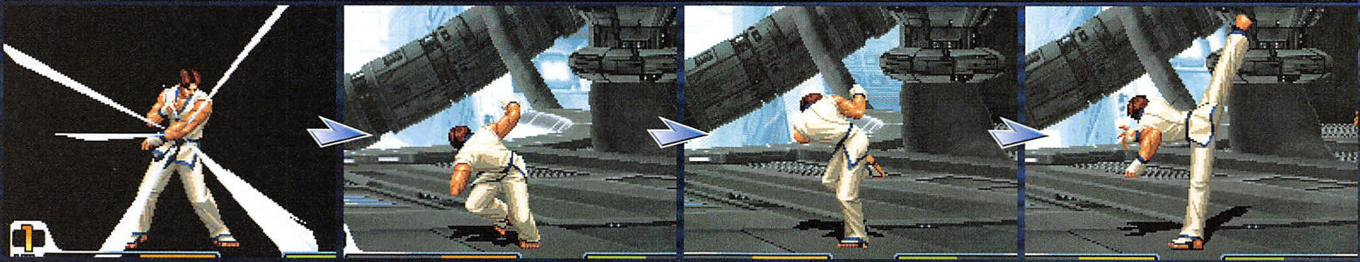
Super Art Phoenix Kick
Finish + B or D (usable in air)

Dm:0+3×7+25×2 C.Dm:0, 3, 25 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:–



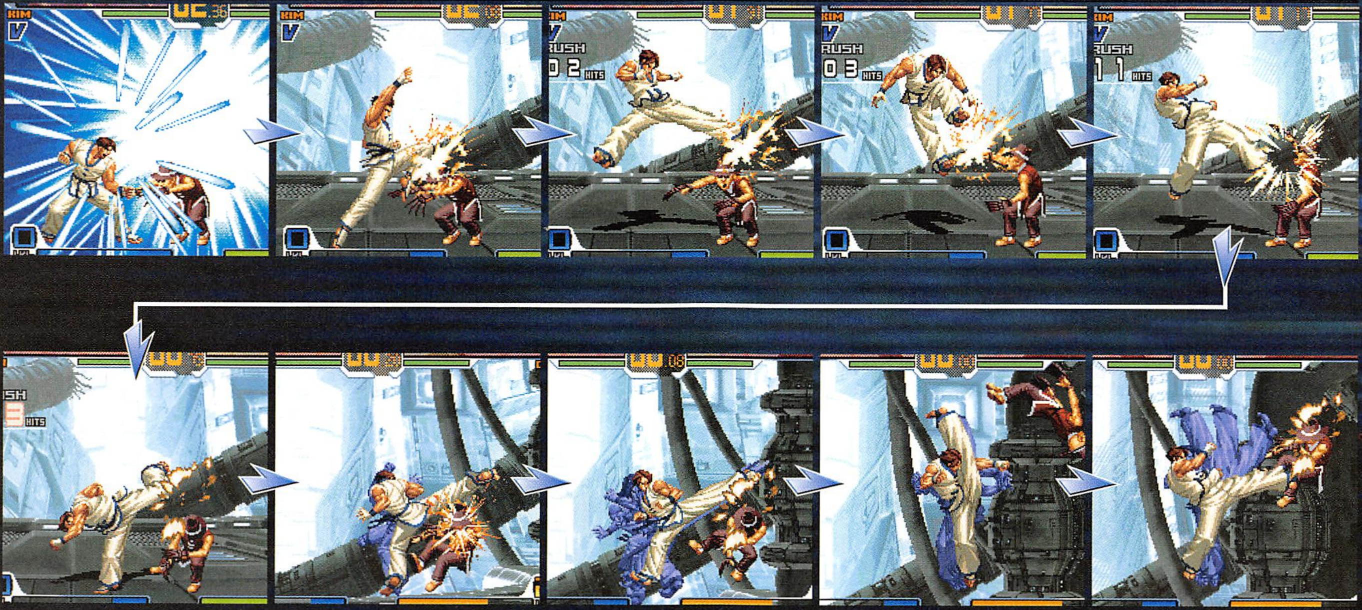
"Super Art Phoenix Flying Kick
Finish +BorD

Dm:32 | C.Dm:36 | Stn:0 | G.C:16 | Gd: Standing/Crouching | Cn:–



EXCEED [Phoenix Kick
Gold + B and D pressed simultaneously (usable in air)

Dm:0+3×12+24×5 C.Dm:0, 3, 24 | Stn:0 | G.C:0 | Guard: Stand/Crouch | Cn:–



●Triple Strike

A special move that performs a three-stage kicking combination. The third hit of the weak version is a mid attack, but its startup is slow so it does not connect consecutively from the second hit. The third hit of the strong version is a light airborne roundhouse kick. This one has faster startup and connects consecutively from the second hit. However, it will whiff if the distance is too far.

The first hit has fast startup, so it can be used in combos starting from weak attacks, but as mentioned above the third hit does not (or has difficulty to) connect consecutively. If you want to include it in a combo, use the strong version as a follow-up after Phoenix Flying Kick. Also, while MAX activation is active, both weak and strong versions can link Phoenix Kick from the second part of the third hit.

●Triple Sky Strike

A special move that branches off from the first stage of the three-hit attack and performs a jumping kick followed by a heel drop as a combination attack. It links from weak attacks, all hits connect consecutively, and it has high damage, so use it in combos. Also, the fact that the third hit is a mid attack is quietly effective.

●Phoenix Kick (Super Move version)

A super move that rushes forward as if sliding through the air; on hit it locks the opponent and transitions into a flurry attack. The invincibility wears off before the attack's hitbox appears, and in mutual-hit situations it does not deal damage, so it is not suitable as an interrupt. Use it to confirm hits from close-range standing C, or use it as a follow-up from Phoenix Flying Kick to increase combo damage.

●Phoenix Flying Kick

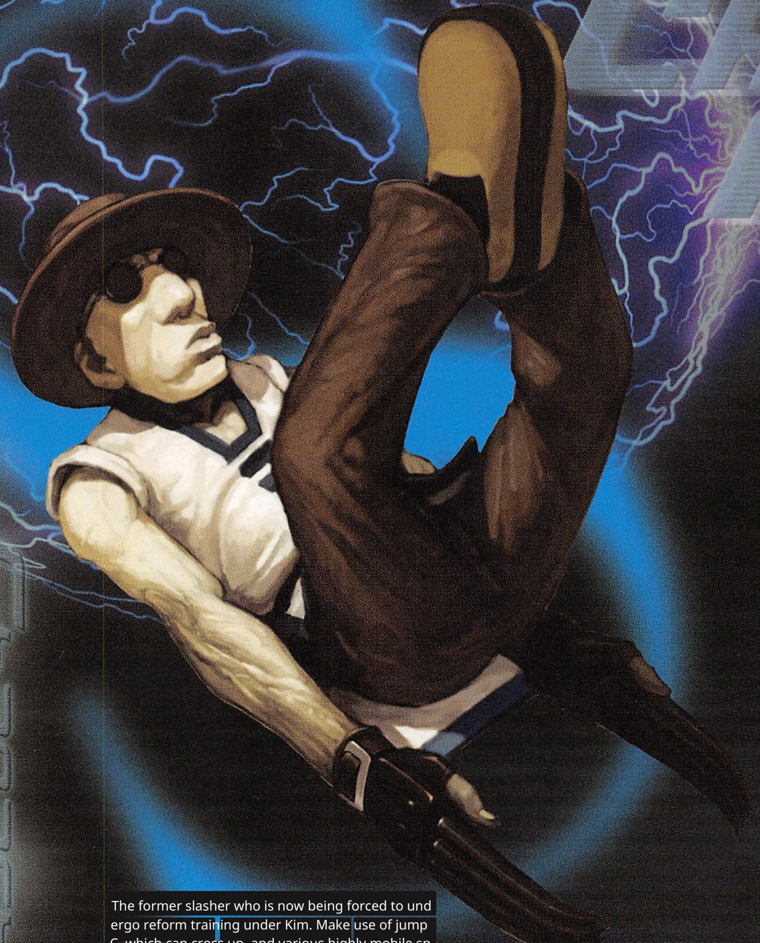
Unleashes a rising roundhouse kick thrusting upward

The move. It comes out quickly, so if the distance is close it will connect in succession even from a light attack. Also, with the light version you are invulnerable until just before the attack hitbox appears. The heavy version has less invincibility time than the light, but until just before the attack hitbox appears it has no hitbox except at the feet. Often it results in a trade, but if Kim is not knocked down you can follow up in time and deal large damage. Use it after considering your own health and Power Gauge.

• Phoenix Kick (EXCEED version)

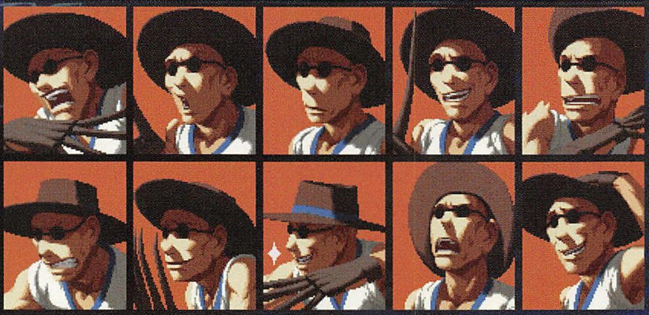
This is an enhanced version of the super move Phoenix Kick. There is no difference in invincibility time or startup, but its power is greater. Rather than using it defensively, use it to finish combos. It can be confirmed from moves like Phoenix Flying Kick, so there will often be opportunities to go for it.

Choi Bounge

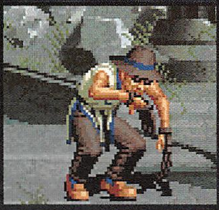


The former slasher who is now being forced to undergo reform training under Kim. Make use of jump C, which can cross up, and various highly mobile special moves to harass enemies with hit-and-away tactics. For anti-air situations, Strong... (translation note: original contains fragment "強悲猿 懺" which appears to be garbled; translated here as "Strong...") is a reliable presence.

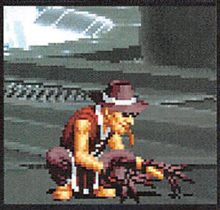
Face Pattern



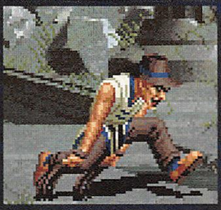
AC Button Color



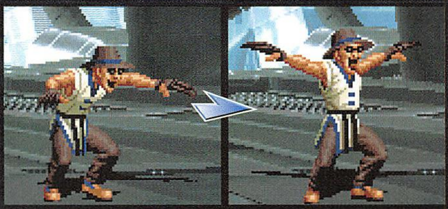
BD Button Color



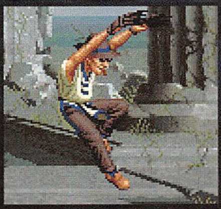
Front Step



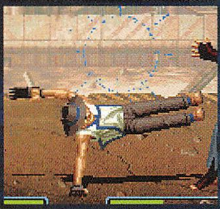
Taunt



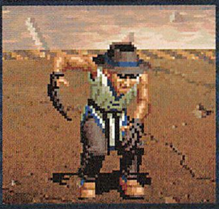
Backstep



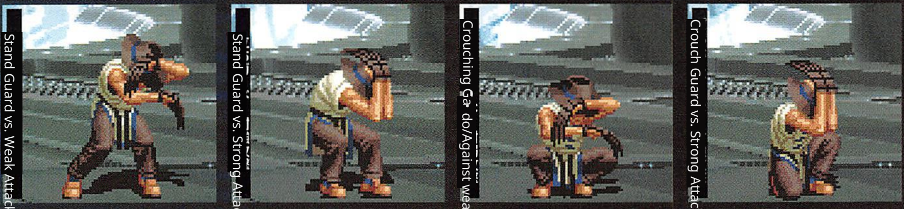
Throw Escape



Thrown normal attack failed



Guard



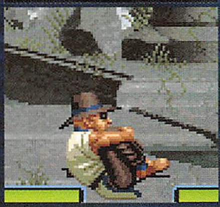
Stand Guard vs. Weak Attack

Stand Guard vs. Strong Attack

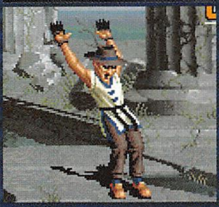
Crouching Ga do/Against weak attack

Crouch Guard vs. Strong Attack

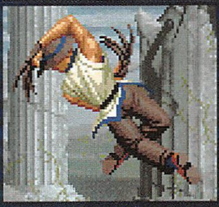
Get-up



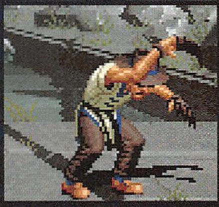
Guard Crush



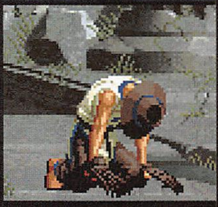
Spiral Knockback



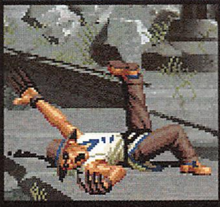
Stun



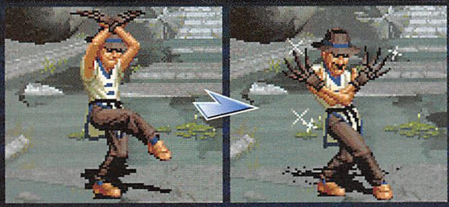
ク Countered by displacement (loss when shifted)



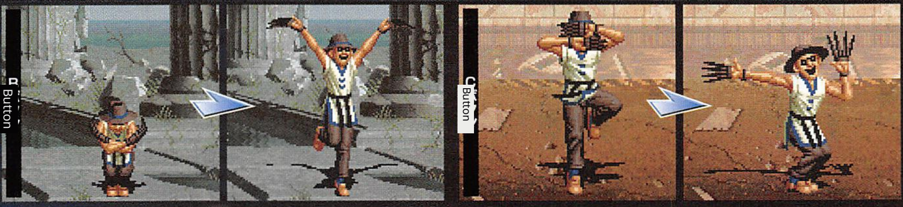
Loss by timeout



Intro Scene



Victory Pose

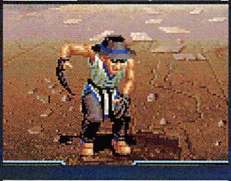


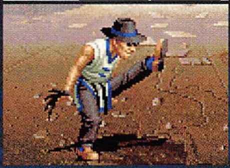
Button

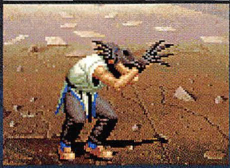
Button

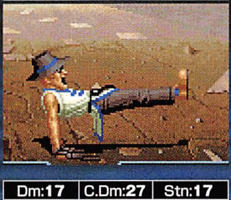
A button | Button B | C button | D button

Close-range standing attack

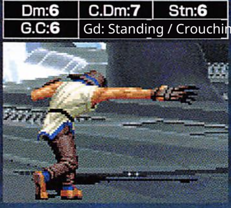

Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: Standing / Crouching Cn: Link Special Required

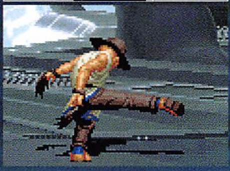

Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: Standing / Crouching

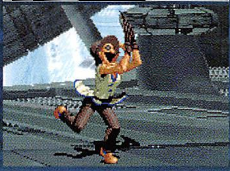

Dm:17 C.Dm:27 Stn:17
G.C:16 Gd: Stand/Crouch Cn: special required

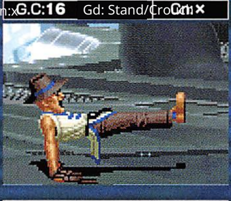

Dm:17 C.Dm:27 Stn:17
G.C:16 Gd: Standing/Crouching Cn:×

Long-range standing attack

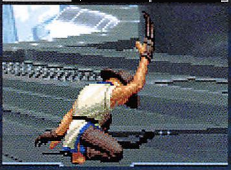

Dm:6 C.Dm:7 Stn:6
G.C:6 Gd: Standing / Crouching Cn: Link Special Required

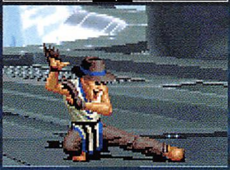

Dm:8 C.Dm:10 Stn:8
G.C:8 Gd: Stand/Crouch Cn:×

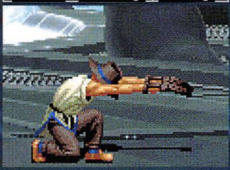

Dm:17 C.Dm:27 Stn:17
G.C:16 Guard: standing/crouching Cn:×

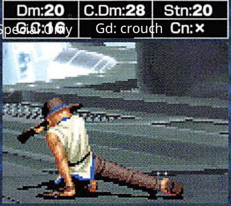

Dm:17 C.Dm:27 Stn:17
G.C:16 Gd: Stand/Crouch Cn:×

Crouching attacks

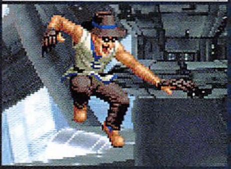

Dm:5 C.Dm:6 Stn:5
G.C:5 Gd:Stand/Crouch Cn:Continuous special required

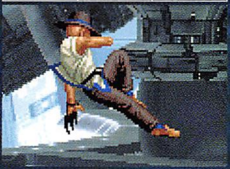

Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: crouch Cn: consecutive

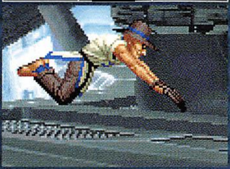

Dm:17 C.Dm:27 Stn:17
G.C:16 Gd: Standing/Crouching Cn: Special Only

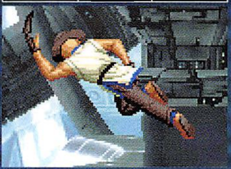

Dm:20 C.Dm:28 Stn:20
G.C:16 Gd: crouch Cn:×

Vertical jump attacks

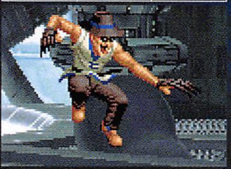

Dm:6 C.Dm:7 Stn:6
G.C:6 Gd: Stand Cn:×

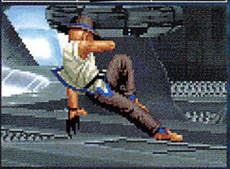

Dm:6 C.Dm:7 Stn:6
G.C:6 Gd:Stand Cn:×

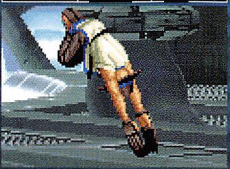

Dm:17 C.Dm:27 Stn:17
G.C:16 Gd: Stand Cn:×

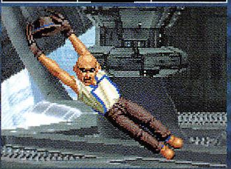

Dm:17 C.Dm:27 Stn:17
G.C:16 Gd: Stand Cn:×

Diagonal jump attack


Dm:6 C.Dm:7 Stn:6
G.C:6 Gd: Stand Cn:×


Dm:6 C.Dm: 7 Stn:6
G.C:6 Gd: Stand Cn:×


Dm:12×3 C.Dm:18 Stn:12×3
G.C:12×3 Gd: Stand Cn: Required


Dm:17 C.Dm:27 Stn:17
G.C:16 Gd: Stand Cn:×

Ground normal moves

Generally, most moves have short reach. When you are the one attacking, at close range connect low crouching B → close or far standing A to aim for Phoenix Kick. Conversely, when trying to interrupt at close–mid range, the longer-reaching far standing A is stable. If you prioritize return, sometimes go for crouching C. Since you can link into Phoenix Kick even after confirming a hit, use these moves with a setup mindset.

Normal Jump Attacks

Generally, most jump attacks have short reach but strong hitboxes. However, because the jump arcs are large, overusing them against opponents with invulnerable anti-air moves is dangerous.

Forward jump D is strong toward the down-diagonal. The light (Choi) easily gets over the opponent, so it is also useful in air-to-air situations. Forward jump C is a three-hit move, mainly used as an overhead. You can lower the hit height of the third hit to aim for ground combos, or clear the opponent widely while only landing the tip of the third hit.

Throws / Special Moves / Others

AB throws can have their damage reduced by the opponent spamming the lever and buttons. You can also prevent the opponent's reduction by doing the same action.
+B can attack while avoiding low attacks

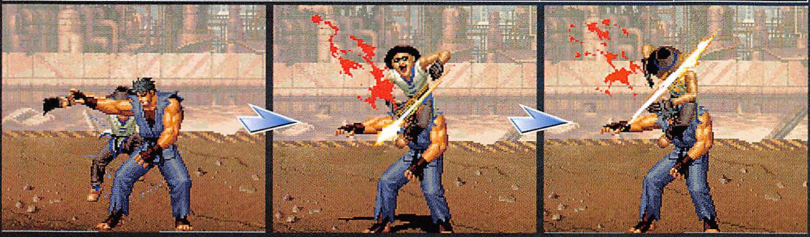
➡

It. Overusing it makes you a target for GC and is dangerous, but at the edge of the screen, B distant standing A → Phoenix Kick becomes a combo, so you should aim for it.

Throw |Head Mount Stab

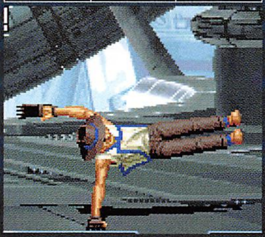
Approach and press A and B simultaneously

Dm:3×n	C.Dm:3	Stn:0	G.C:0	Guard: Throw	Cn: hit



Guard Cancel Attack

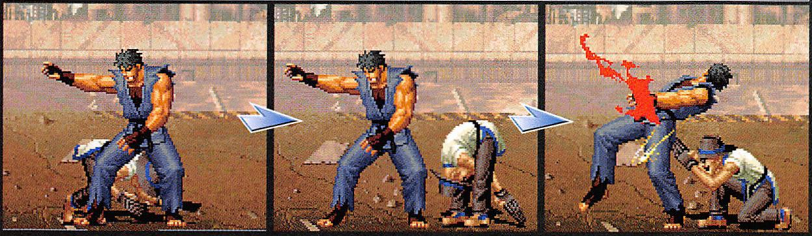
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Stand/Crouch	Cn:×



Throw |Lower Bleeding Thrust

Close in and press C and D simultaneously

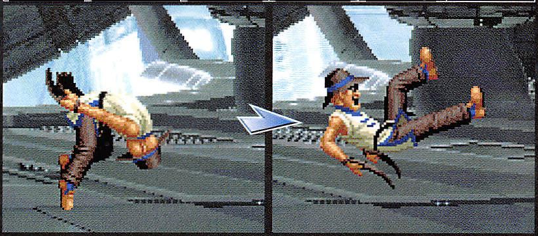
Dm:20	C.Dm:20	Stn:0	G.C:0	Gd:throw	Cn:×



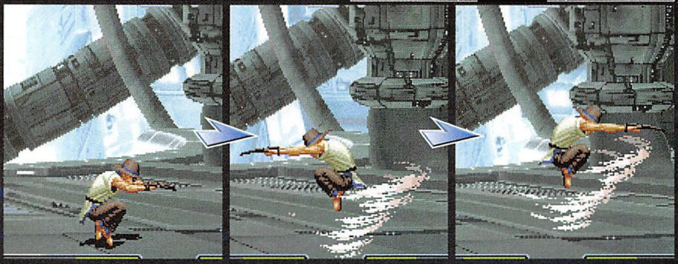
special | Rampage Kick

⬅or➡+B

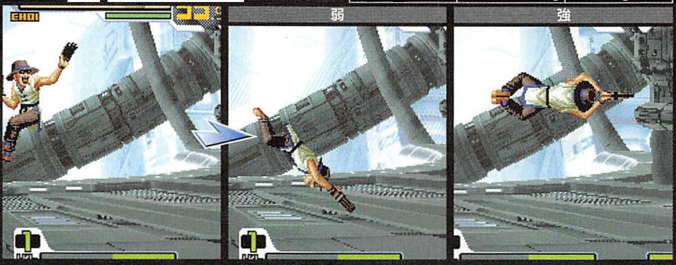
Dm:11(7) C.Dm:13(9) Stn:11(7) G.C:11(7) Guard:standing/crouching Cn:×



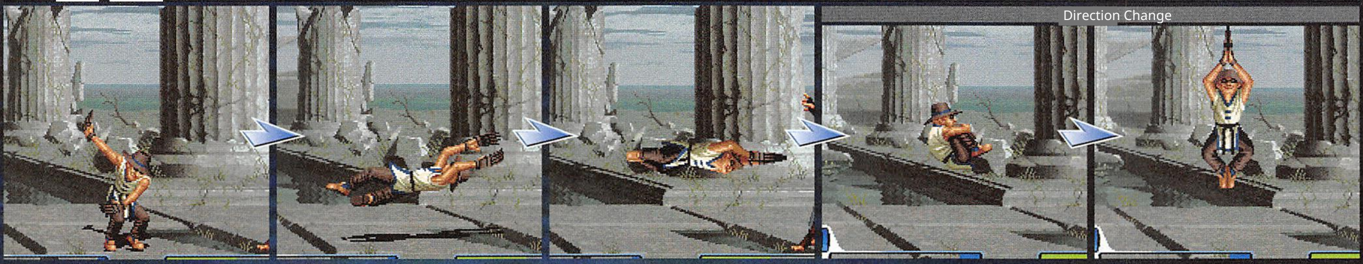
"Special Move
Tatsumaki Gale Slash
◆Charge + A or C
Dm:11×8 C.Dm:13 Stn: 8×8
G.C: 8×8 Gd: Standing/Crouching Cn: do / SC



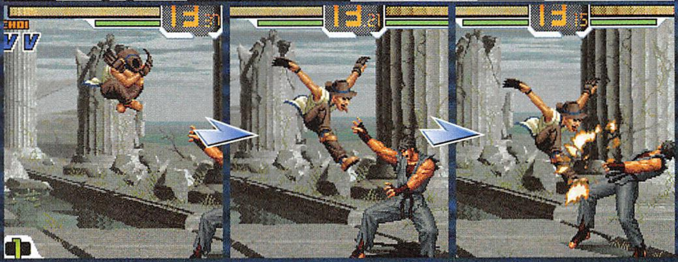
Special Move
Flying Aerial Rift Slash
Hold charge + keep holding B or D
Dm: 11×4 C.Dm:13 Stn: 8×4
G.C: 8×4 Gd: Standing/Crouching Cn: do



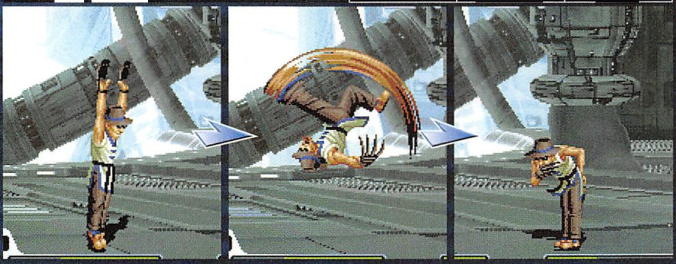
Special Move
Whirlwind Flying Ape Thrust
◆Charge + A or C
Dm: 11×4 C.Dm:13 Stn:8×4 G.C:8×4 Gd: Standing/Crouching Cn: do



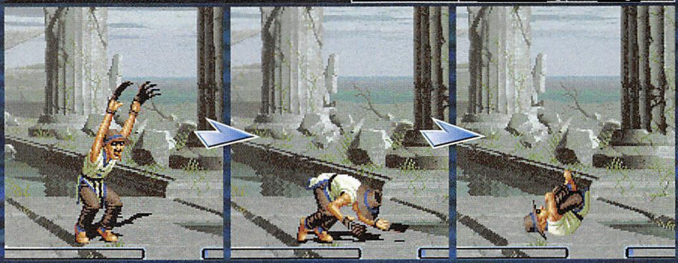
|Special Move
"Flying Kick
In the air, press Heavy + B or D
Dm:11×6 C.Dm:13 Stn:8×6
G.C:8×6 Gd: Standing/Crouching Cn: —



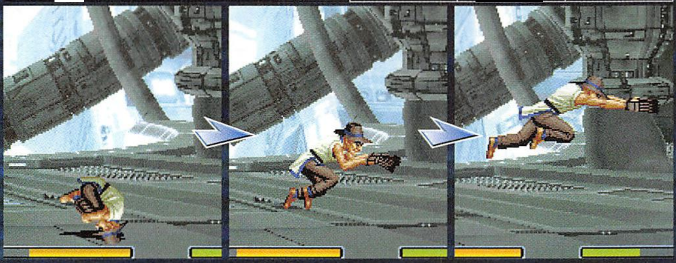
|Special Move|
Sad Ape Repentance
This issue + BorD
Dm:17·15×2 C.Dm:18-16 Stn:11・11×2
G.C:11·11×2 Gd: stand/crouch Cn: whiff



||Special Moves
Spinning Flying Ape Slash
+ AorC
Dm:11×9 C.Dm:13 Stn:8×9
G.C:8×9 Gd: Standing/Crouching Cn: do



|Special Move
Surprise Flying Ape Thrust
During Rotating Flying Ape use: A or C
Dm:22 C.Dm:28 Stn:30
G.C:30 Gd: Standing/Crouching Cn: —



●Tornado Gale Slash

A move that ascends vertically while spinning and creates a tornado. The weak version rises in place, while the strong version advances slightly before rising higher than the weak one. Its startup is fairly quick, so it can be used in combos from weak attacks, but from the center of the screen it only hits a grounded opponent twice. It is a super-cancelable move: the first hit is a ground super special, and after the ascent it can be canceled into a follow-up.

●Soaring Sky Rend

A technique where the character jumps toward a wall, performs a triangle jump, and thrusts both clawed hands forward to dash. The jump direction can be specified with the lever (or). Releasing the button causes the character to simply jump to the wall and land; continuing to hold the button makes the weak version dash diagonally downwards after the triangle jump, while the strong version dashes directly horizontally. After the dash, you can change direction up to three times using a lever direction + button input.

●Whirlwind Flying Ape Thrust

A move where both clawed hands are thrust forward while spinning in a corkscrew motion to charge. In the air, you can change direction up to three times, corresponding to the eight lever directions. The ability to follow up on aerial hits is the same as with Soaring Sky Rend. When it hits in the air the opponent remains in a hittable state, so control your direction to ensure a proper follow-up.

● Soaring Kick

After briefly pausing in midair, the character plunges sharply downward while delivering multiple kicks. The weak version has a shorter hover time and a shallower angle, falling closer. Conversely, the strong version hovers slightly longer and has a steeper angle, reaching a bit farther. Can be used as a surprise attack

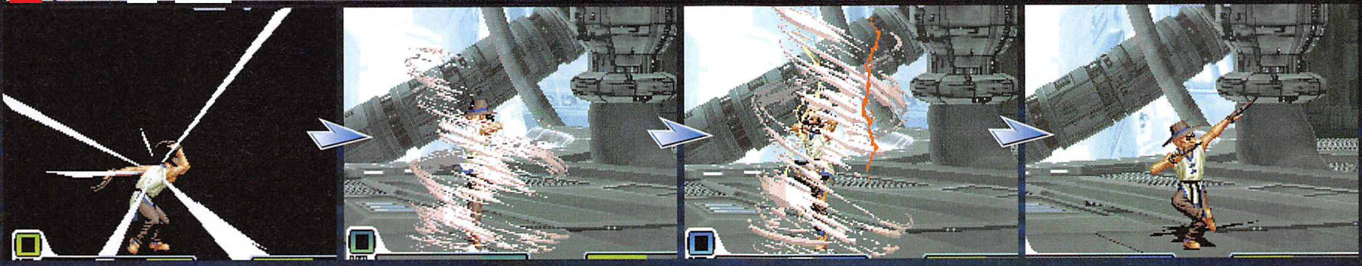
Because this is a multi-hit move, it is prone to being targeted by GC front steps. Keep its use limited enough that it won't be easily read. Also, since it can be performed immediately after a jump or during a back step, it can be used with the light version—which has shorter aerial hang time—to help build the power gauge.

●Sad Ape Repentance

A move where the performer executes a backflip while delivering a forward-upward diagonal kick. Both the weak and strong versions have the same startup; they are invulnerable until just before the attack hitbox appears, and afterward there is a short period where they are only vulnerable at the feet. The weak version has a smaller hitbox immediately on startup, but if it connects it guarantees a knockdown. The strong version is a two-hit move, so against grounded opponents the second hit will not connect unless the spacing is very close, and thus it does not guarantee a knockdown. However, because its initial hitbox is large, it becomes a powerfu

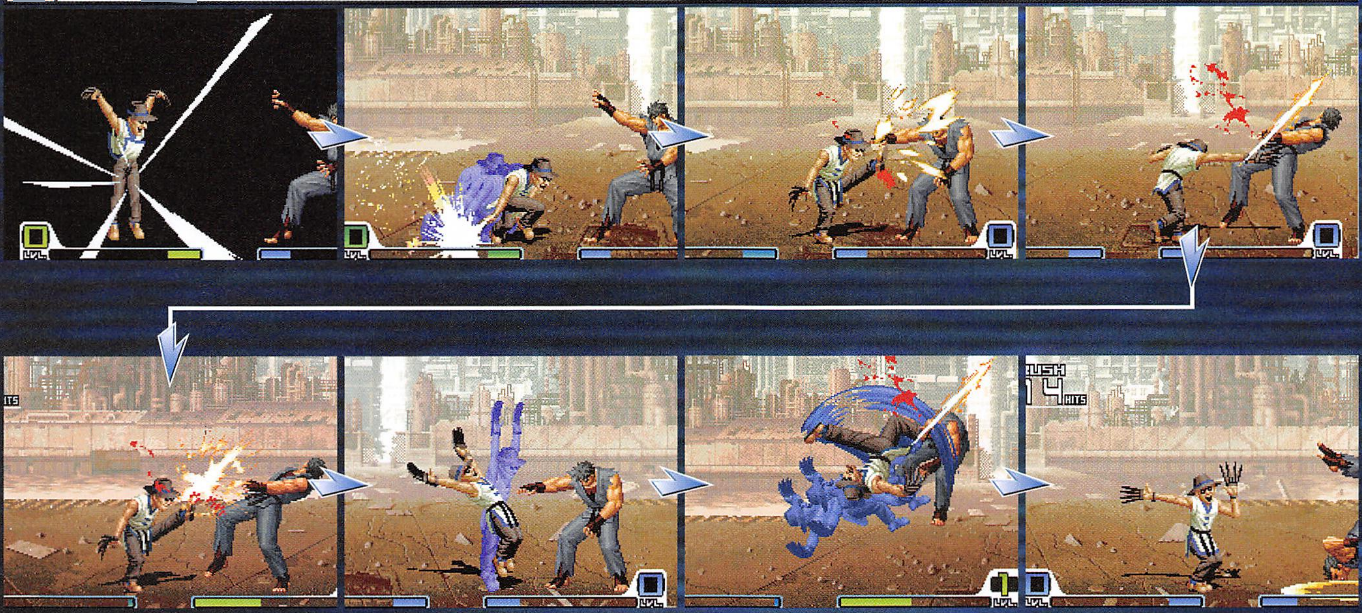
Super True! Super Tornado Vacuum 斬
Finishing Move Hold Direction+A or C

Dm:40×3 C.Dm:48 Stn:0 G.C:8×3 Gd: Standing/Crouching Cn:–



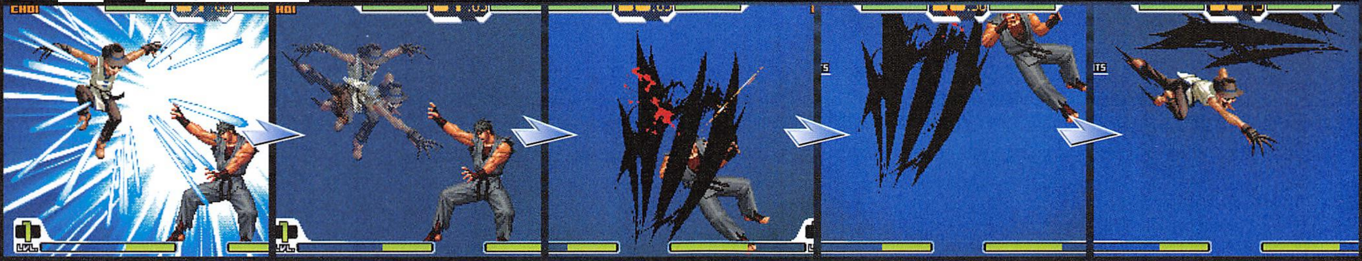
"Super Move Phoenix Kick
Special Move+B or D

Dm:0+1×11+20×2 C.Dm:0, 1, 20 Stn:0 G.C:0 Gd: Standing/Crouching Cn:–



EXCEED [Shao Si
Press medium (during air) and concentrate + AC simultaneously

Dm:56×7 C.Dm:64 Stn:0 G.C:16×7 Gd: Stand Cn:–



● Rotation飛猿斬

Crouches slightly and advances while spinning. If it hits or is guarded, the user runs up the opponent's body while rotating. After that, the light version rebounds outward, while the heavy version rebounds inward, and thereafter a flying kick can be performed. The heavy version travels farther than the light version and has a brief period of invulnerability at the start. Although it deals relatively large chip damage, it is easily guard-canceled and leaves a poor situation after a hit, so its uses are limited.

●Surprise Flying Ape Thrust

While thrusting both hands forward, the character makes a small jump and rushes forward. This is an additional input move that can be performed during Rotating Flying Ape Slash. The weak version has a smaller jump and shorter travel distance. The strong version jumps much higher and travels a considerable distance, allowing it to attack while avoiding ground-hugging projectiles.

It can attack while evading ground-skimming projectiles.

If it connects in a way that pins the opponent into the ground or is met with a GC Front Step, a counterattack is inevitable. Try to hit with the tip.

●True! Super Tornado Vacuum Slash

This move generates a gigantic tornado that launches the opponent. You can move it somewhat left or right with the lever, and it can hit up to three times. It has long invincibility at the very start, but its startup beyond that is slow and it has large recovery, making it difficult to use. However, against an opponent at the screen edge and in the air, you can super cancel from the first hit of Tornado Gale Slash to make it hit consecutively.

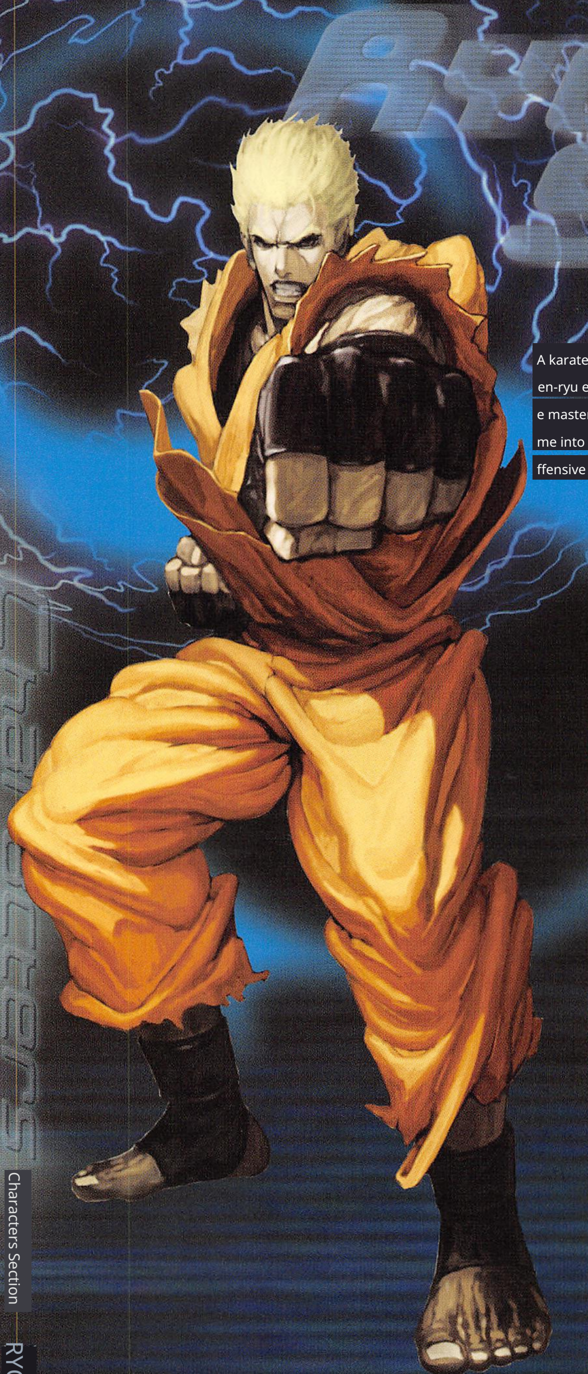
●Phoenix Kick

A lock-type rushing flurry attack. The only difference between weak and strong is the rush distance. The weak version rushes about half the screen; the strong version rushes about four-fifths of the screen. Although there is a short period of invincibility at startup, it disappears as the attack hitbox appears, so it is hard to use as an interrupt. Use its fast startup and rushing power for combos and counterattacks. Also, because the rushing posture is low, it can duck under midair projectiles and counter. Favor the strong version with longer rush distance. If blocked, Choi falls and creates a huge recovery window, making him vulnerable to big punishes.

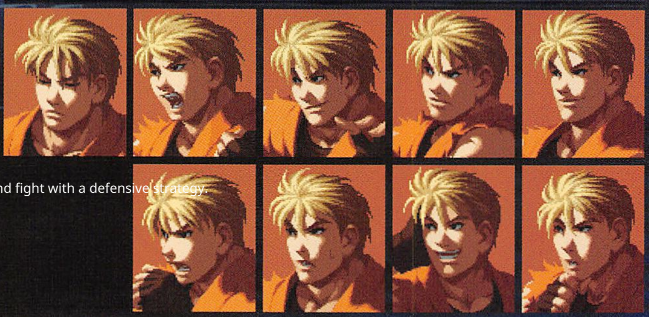
●Death 爪

The character vanishes from the screen and attacks seven times with claws—an EXCEED move. The attacks are mid-level and appear randomly, and they can cross up, so guarding all of them is quite difficult. There is invincibility the instant it starts, but during the attack the character has hurtbox.

Ryo Sakazaki



A karate practitioner who inherited the Gokigen-ryu empty-hand style and now serves as the master His high-performing techniques come into play at close to mid range. With few offensive pieces, use the weaker tiger as the axis and fight with a defensive strategy.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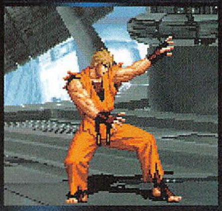
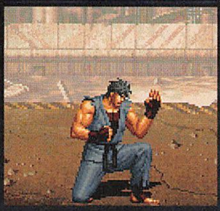
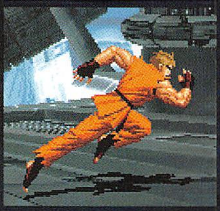
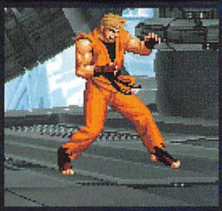
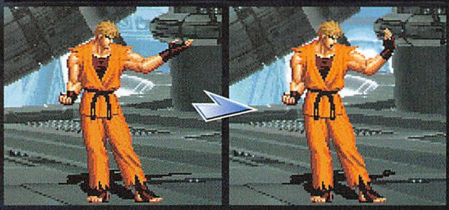
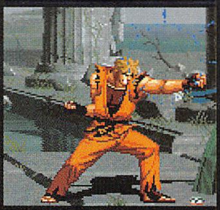

AC Button Color


BD Button Color


Front Step


Backstep


Taunt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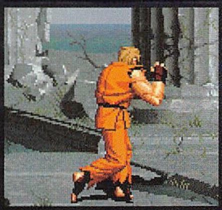
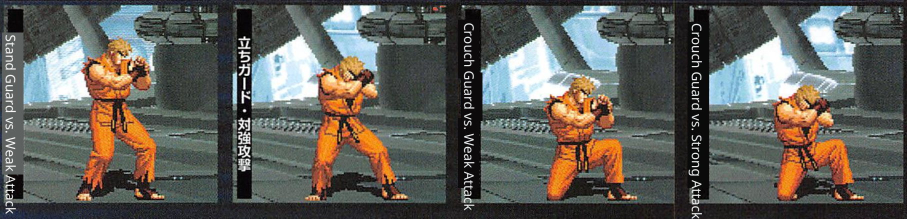

Usually throw failed

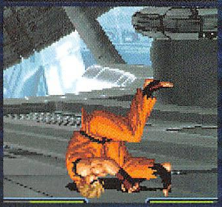

Guard

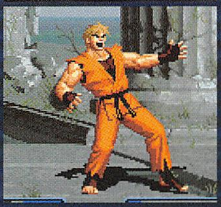
Stand Guard vs. Weak Attack

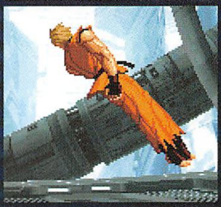
立ちガード・対強攻撃

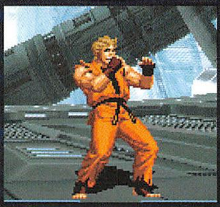
Crouch Guard vs. Weak Attack

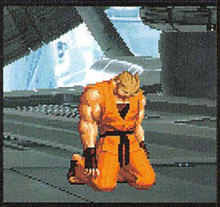
Crouch Guard vs. Strong Attack

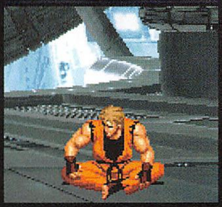

Get-up

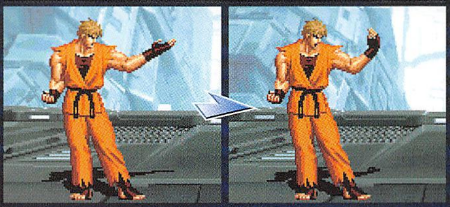

Guard Crush

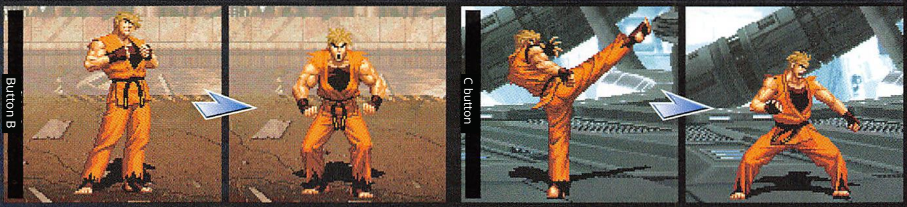

Spiral Knockback


Stun


Defeated by Scrape

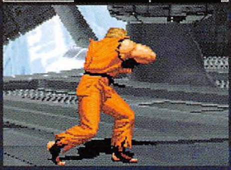
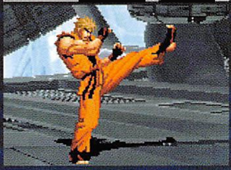
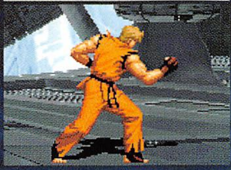
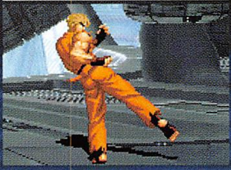
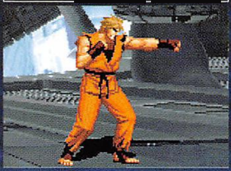
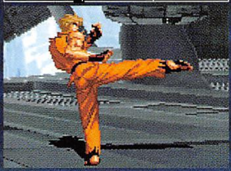
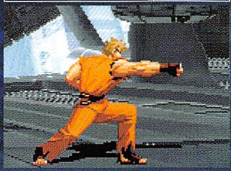
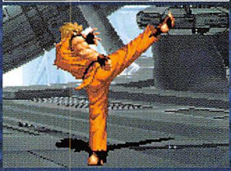
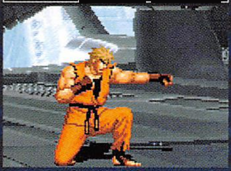
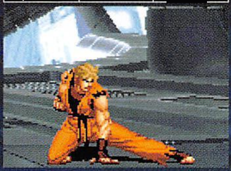
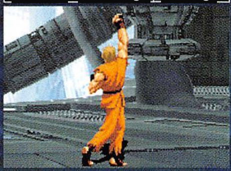
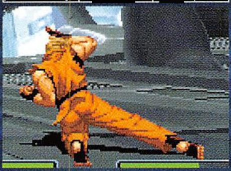
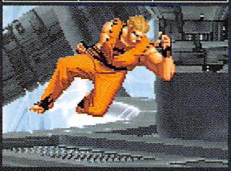
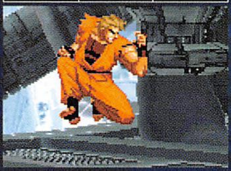
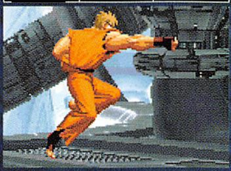
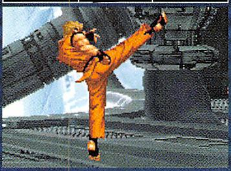
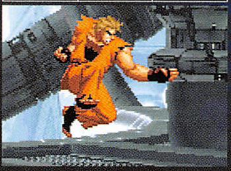
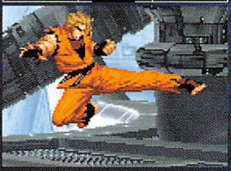
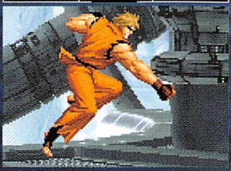
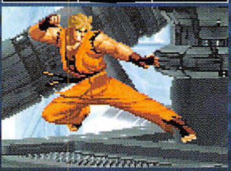

Loss by timeout


Intro Scene


Victory Pose

Button B

C button

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd:Stand/Crouch Cn:Chain/Special/Cancel 	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd: Standing/Crouching Cn: Special/Super 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd:Standing/Crouching Cn:特必 	Dm:22 C.Dm:30 Stn:21 G.C:16 Guard: Stand/Crouch Cn:特必 
Long-range standing attack	Dm:6 C.Dm:8 Stn:6 G.C:6 Gd:Stand/Crouch Cn:Chain/Special/Cancel 	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Stand/Crouch Cn:× 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd:Stand/Crouch Cn:x 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd:Standing/Crouching Cn:× 
Crouching attacks	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd:Stand/Crouch Cn:Chain/Special/Cancel 	Dm:5 C.Dm:7 Stn:5 G.C:5 Gd:Crouching Cn: consecutive 	Dm:17 C.Dm:18 Stn:16 G.C:16 Gd: Standing/Crouching Cn: Special Only 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd: crouch Cn: special required 
Vertical jump attacks	Dm:6 C.Dm:8 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd: Standing Cn:× 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn: hit 
Diagonal jump attack	Dm:6 C.Dm:8 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn:× 	Dm:22 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Both Crouching C and Close Standing C boast top-class fast startup among all normal moves. They are ideal for interrupting the opponent's strings and as moves to use from a GC Front Step. Close Standing C has a long cancel acceptance window, making it useful in combos. If Crouching C is performed early, it can also serve as an anti-air. Far Standing B has slightly slower startup, but it has little recovery and long reach. Together with the strong-hit Far Standing C, which has a pronounced hitbox, they form the zoning core. Crouching D has slow startup and large recovery but can score a knockdown.

Normal Jump Attacks

Jump C is used for close-range hop-ins. It also has some cross-up potential. Jump D is powerful when timed to hit at the tip. Vertical Jump D comes down from above, so use it as an air-to-air deterrent.

Throws / Special Moves / Others

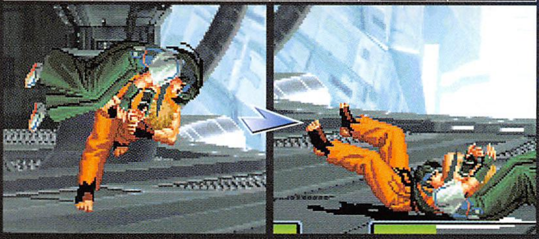
Because AB throws cannot be guarded by taking a recovery hit, they are used frequently.

➡+A connects in succession from strong attacks but cannot be canceled, which is a drawback. If used as a single hit, it becomes a mid attack, so use it to break guards. ➡+B and ⬆+B are moves without attack hitboxes, but there is a guard point on the arm, and only when they absorb an opponent's attack can they be canceled into a special move. The ⬆+B version has a shorter motion, so the time it can absorb attacks is also shorter.

Throw Valley Throw

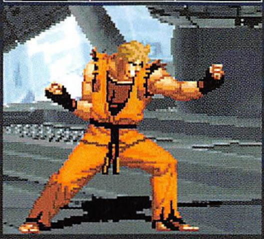
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



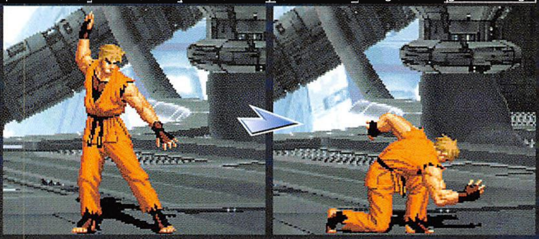
Guard Cancel Attack

Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Stand/Crouch	Cn:×



special Ice Pillar Break ➡+A

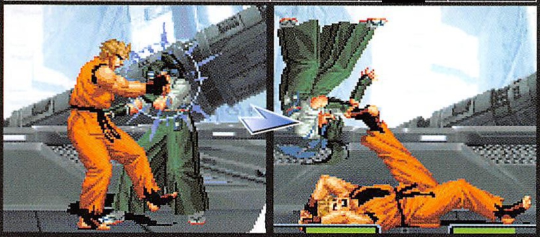
Dm::20(14) C.Dm:26(20) Stn:19(14) G.C:16(7) Guard: Standing (Standing/Crouching)



Throw Tomoe Throw

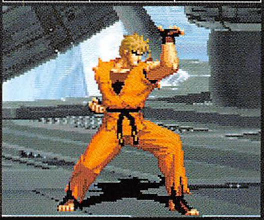
Close in and press C and D simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



Special High Guard ➡+B

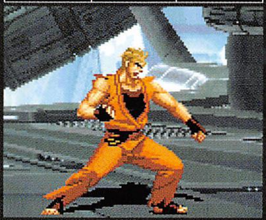
Dm:×	C.Dm:×	Stn:×
G.C:×	Gd:×	Cn:※



※Only required when receiving an opponent's attack.

special Low Guard ⬆+B

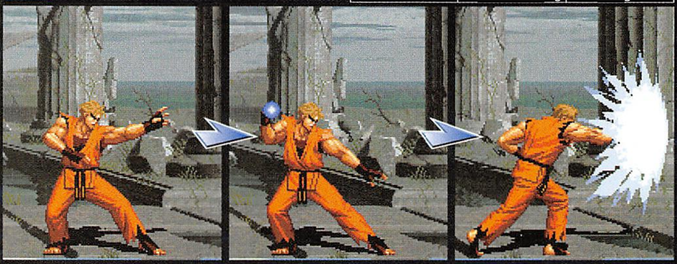
Dm:×	C.Dm:×	Stn:×
G.C:×	Gd:×	Cn:※



※Only required when receiving an opponent's attack.

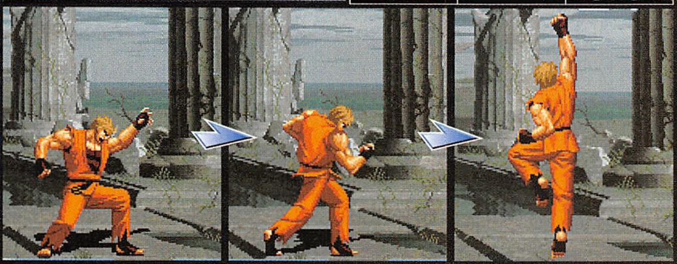
Special Move Tiger Radiant Fist
+AorC

Dm:20 ·20 | C.Dm:24 ·24 | Stn: 16–20
G.C:16·20 | Gd: Standing/Crouching | Cn: Unknown



|Special Move| Hu Pao
+AorC

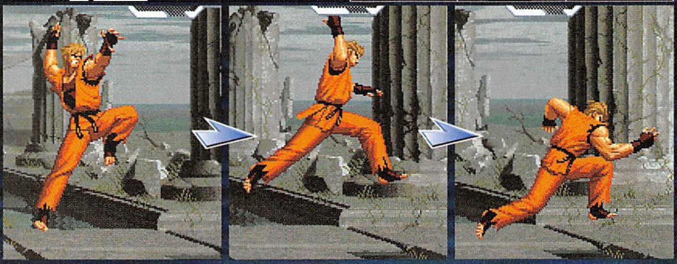
Dm:20·16×2 | C.Dm:20-19 | Stn:11
G.C:11 | Gd: stand/crouch | Ch:ど/SC·ど/SC※



Only the first hit can be SC

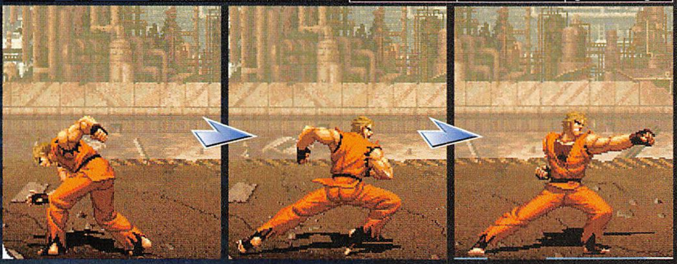
"Special Move| "Raijin Satsu
Gold + B or D

Dm:24 ·26 | C.Dm:28-30 | Stn:22·24
G.C:22·24 | Gd: stand | Cn:ど



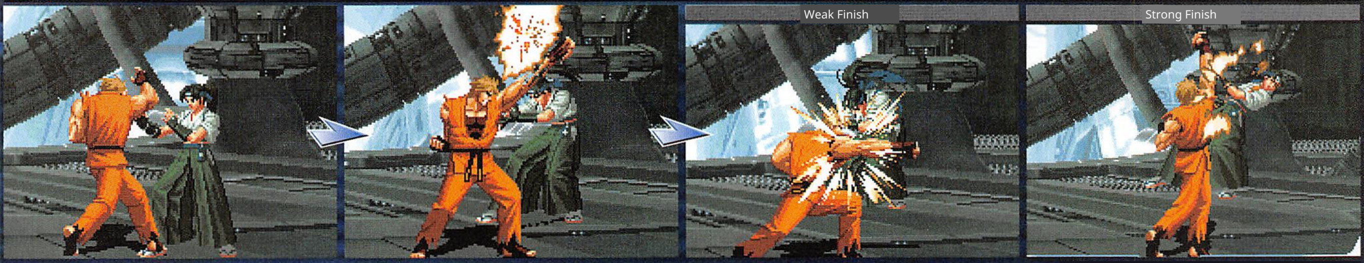
Tiger Roar Gale Fist
|Special Move|
◆+A or C

Dm:14×2 | C.Dm:17 | Stn:0
G.C:7×2 | Guard: Standing/Crouching | Cancel: Front/SC



|Special Move| Temporary Fierce Fist
+AorC

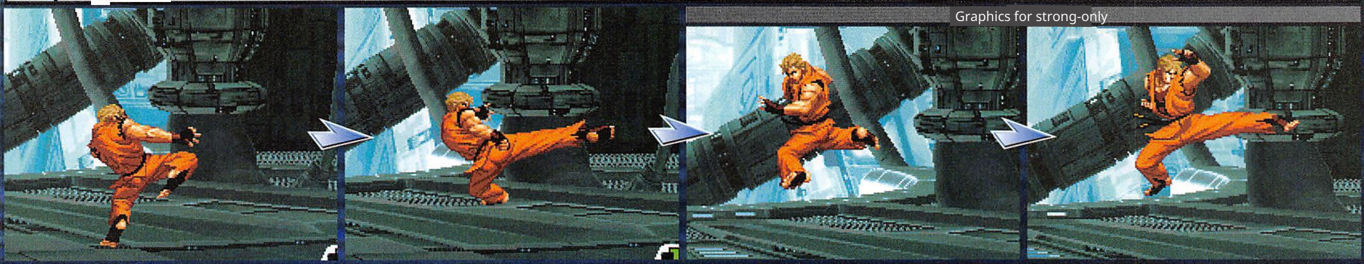
| Dm:0+1×11+16 | C.Dm:0, 1, 16 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:—



※Numbers are in the order: activation, rapid press, finish (fro

|Special Move| ☐ Flying Swallow Gale Kick
☆ Meet + BorD

Dm:15×2·16×3 | C.Dm:18·20 | Stn:12×2·11×3 | G.C:12×2·11×3 | Gd: Standing/Crouching | Cn:lo



● Tiger Radiant Fist

A short-range projectile that emits a shockwave forward. Its hitbox is tall vertically, and both the weak and strong versions can be followed up from a heavy attack. If you hit with the tip of the weak version, the situation will be roughly even even if blocked, making it useful for zoning. That said, its large vulnerability windows are noticeable, so it's not very convenient to use. If the weak version hits at the screen edge while the opponent is airborne (low), it can be followed up—e.g., with a crouching C—for a possible additional hit.

● Tiger Roar

An upward-rising uppercut technique. Both the weak and strong versions are invulnerable to strikes until after the attack becomes active, so, as it appears, it functions effectively as an anti-air move. The weak version, if it hits, always forces a knockdown, making it useful for interrupting ground combat, for linking into combos, or for punishing opponents as they get up. It is also useful for things like that. The strong version, on the other hand, is a two-hit move; when it hits on the ground, depending on the distance the second hit can whiff and fail to cause a knockdown, which is a drawback. Therefore, it is good to super-cancel on the first hit and use it in combos.

● Raijin Satsu

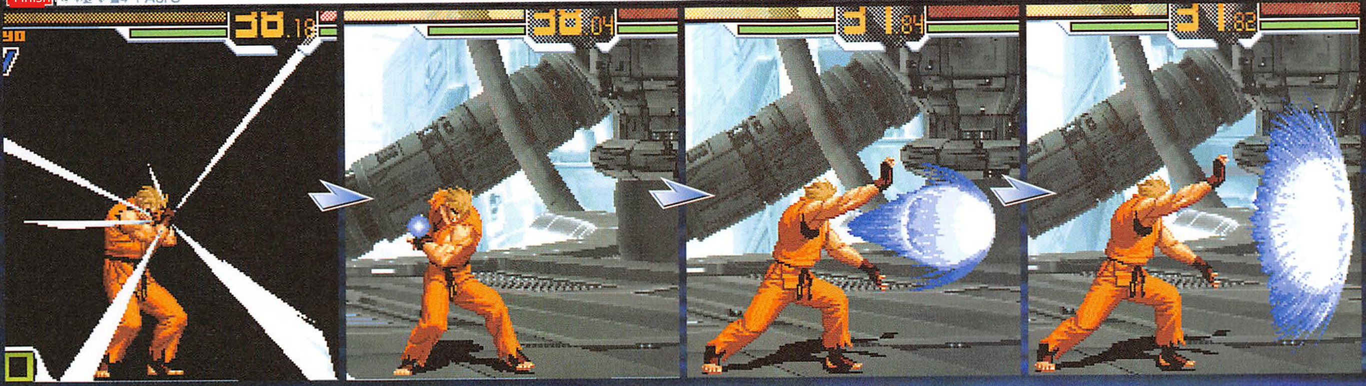
This is a move in which the user jumps forward while attacking with a knife-hand strike. It is an attack that cannot be blocked while crouching; on hit it causes a downed state that prevents recovery. If blocked, it leaves the attacker at a slight disadvantage and is susceptible to counterattacks from a Guard Cancel (GC) Front Step, but the knife-hand's tip has a strong hitbox, allowing it to hit over opponents' low attacks such as sweep kicks. The weak and strong versions differ in travel distance, with the weak version covering less ground. Use the weak version at mid range to counter the opponent's poking moves.

●Tiger Roar Gale Fist

After leaning the body far backward, this move advances forward while thrusting the fist. There is a guard point from the knees upward at the moment of maximum backward lean and during the attack. The weak version has faster attack startup and causes a ground flinch on hit. The strong version can cause a knockdown on hit. Also, for both weak and strong versions, after the second hit's activation they gain strike invulnerability, so once the opponent is forced to block, the only retaliation they can land even if they use GC Front Step is a throw. If the opponent does not have a command throw, inputting a tech throw is safe. If blocked it leaves you slightly at a disadvantage, but the existence of a zoning move that rarely receives counterattacks is extremely significant.

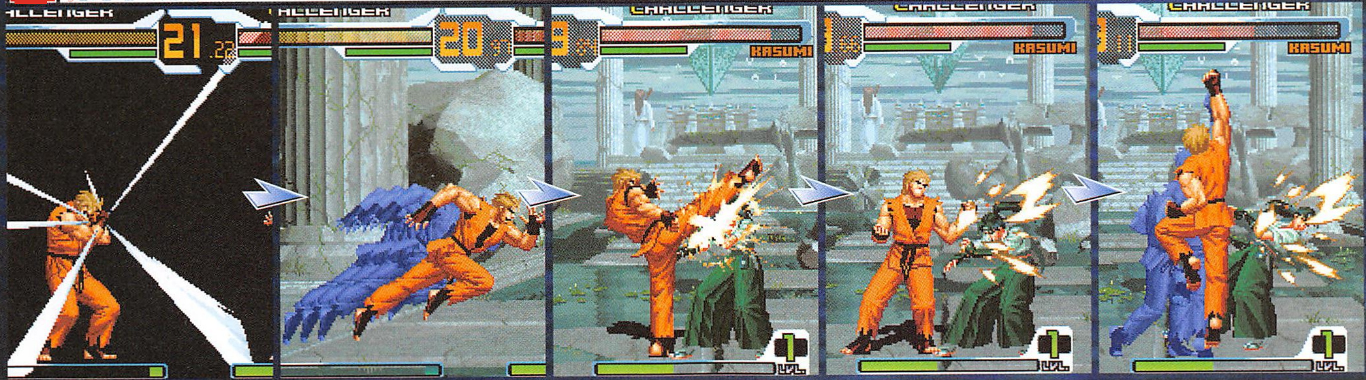
Super Special: Haō Shōkūken (Supreme King Soaring Fist)
Finishing Move →+AorC

Dm:54 | C.Dm:59 | Stn:8 | G.C:8 | Gd: Standing/Crouching | Cn:—



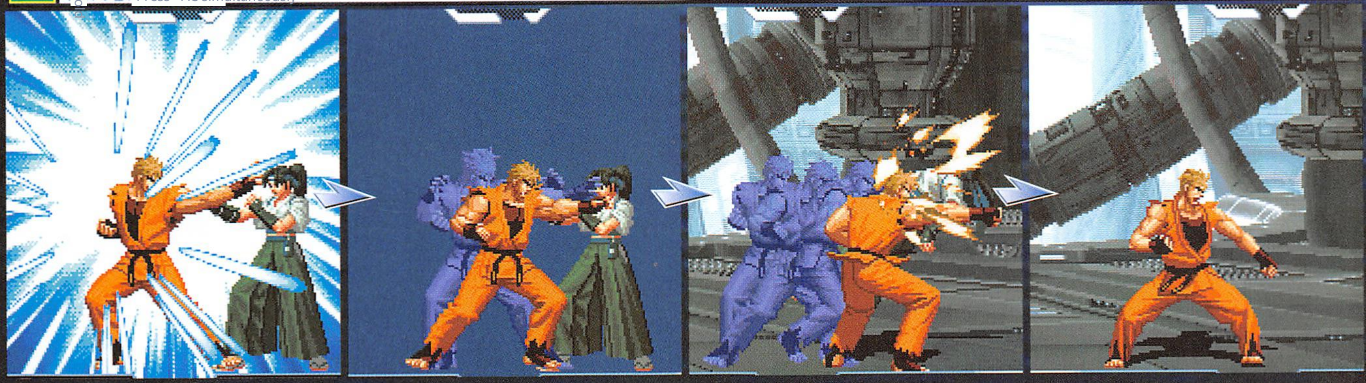
Super Special: Ryūkō Ranbu (Dragon-Tiger Frenzy)
Finishing Move ⬇⬅+AorC

Dm:0+1×12+29×2 | C.Dm:0, 1, 29 | Stn:8, 0, 0 | G.C:8, 0, 0 | Gd: Standing/Crouching | Cn:—



EXCEED Heaven-and-Earth Overbearing Fist
⬇➡⬇⬅ Press +AC simultaneously

Dm:50 | C.Dm:59 | Stn:240 | G.C:40 | Gd: Standing/Crouching | Cn:—



●Temporary Fierce Punch

Unleashes countless punches forward; on hit, it locks the opponent and rapidly delivers 12 punches. The 12th hit is a straight for the weak version and an uppercut for the strong version. The weak version can cause a down that prevents recovery. Both weak and strong have the same attack startup, and there is a guard point during the stance before the punches are thrown. Also, it can chain into a combo from a close-range strong attack.

● Hien Shippu Kyaku

This is a rushing technique performed with a flying kick. The weak version delivers two hits: first a knee strike and then an extended kick, while the strong version is a three-hit move that follows those with a roundhouse using the opposite leg. The weak version has faster startup, but in both versions the knee-strike portion chains from the light attack. However, while the weak version can force a knockdown on its second hit, the strong version's third hit. If the second hit doesn't connect, you can't secure a knockdown. Be careful: against a crouching opponent, the weak version misses the second hit on some characters, and the strong version misses it on most characters. If it whiffs you are left very vulnerable, so outside of combos it has limited use.

●Haoh Shokoken

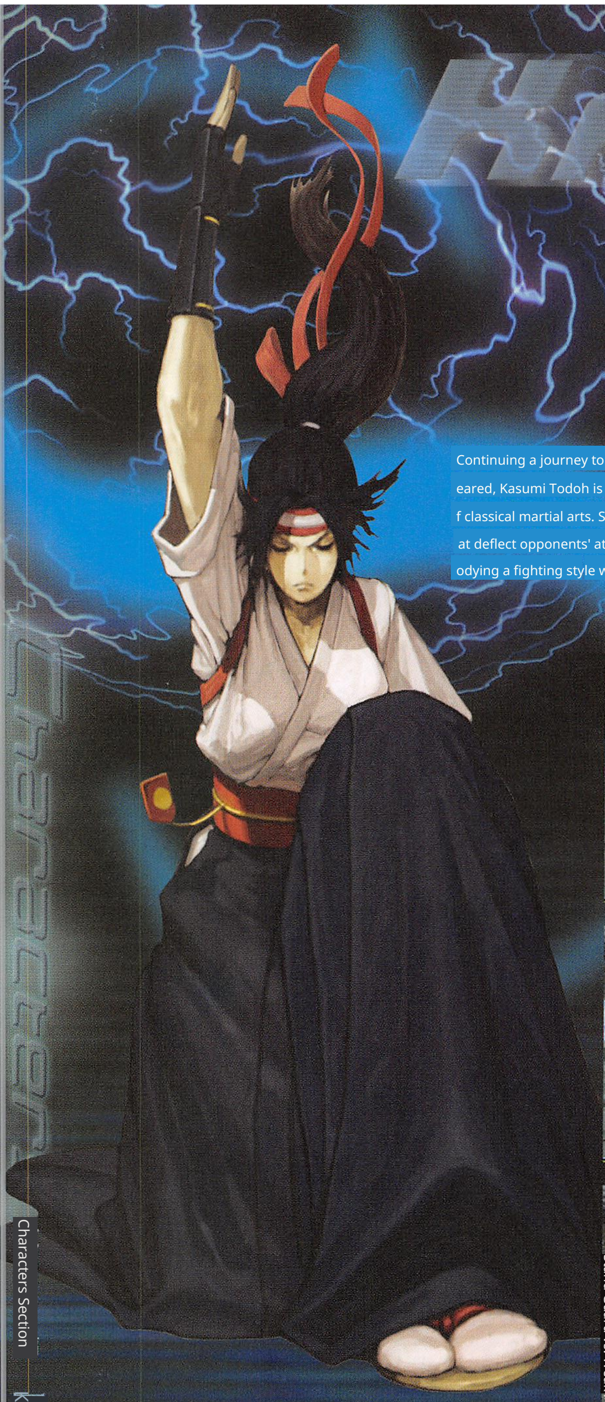
A large ki projectile that flies forward. The difference between the weak and strong versions is seen in attack startup and projectile speed: the weak version has faster startup but slower speed, while the strong version has slower startup but higher speed. In addition to functioning as a projectile special move, it has the characteristic of canceling out other projectiles as it travels — for example, it can negate certain super moves such as Ryu's Vacuum Wave (Shinku Hadōken). It has almost no invincibility at the very start, so if it doesn't hit the opponent it leaves you very vulnerable. Use the weak version in combos following a heavy attack, or use the strong version to counter an opponent's projectile.

● Dragon-Tiger Rampage

Charges forward and delivers numerous strikes on hit. Both the weak and strong versions have short initial invincibility, but during the charge the upper body is invincible and can pass through projectiles. The weak version has faster startup, while the strong version is characterized by reaching the screen edge. Because it leaves a large recovery gap when guarded, it is good to use the weak version in combos.

● Tenchi Hako-Ken (Heaven-and-Earth Overlord Fist)

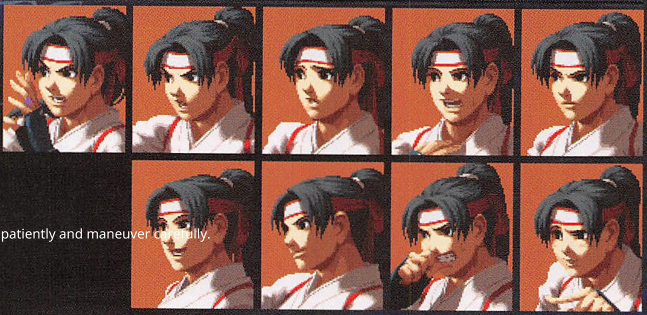
A technique that delivers a full-power straight punch. Its startup becomes faster the more consecutive hits follow from a weak attack, and it also grants invincibility that lasts until after the attack connects, making it useful in many situations. On hit it knocks the opponent away and causes a stun. Its individual power is comparable to a super move, but if you follow up while the opponent is stunned the total damage is considerably higher. Note that stun will recover, so follow up quic

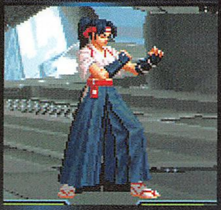


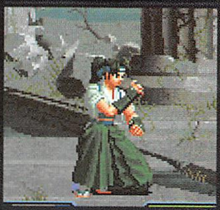
KASUMI TODOH

Kasumi Todoh

Continuing a journey to search for her father who disappeared, Kasumi Todoh is a successor of the Todoh school of classical martial arts. She possesses many techniques that deflect opponents' attacks while dealing damage, embodying a fighting style where softness overcomes hardness. Play patiently and maneuver carefully.


Face Pattern


AC Button Color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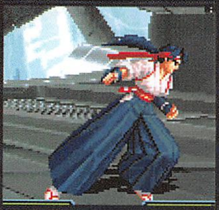
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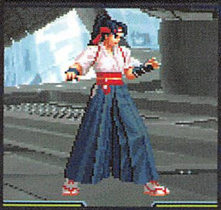
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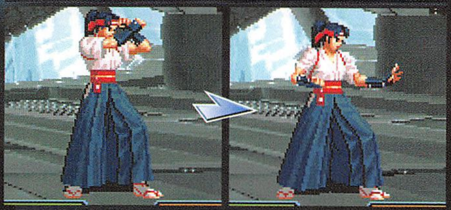
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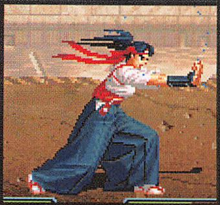
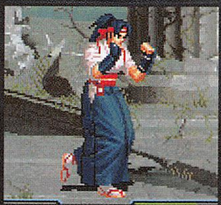

Throw Escape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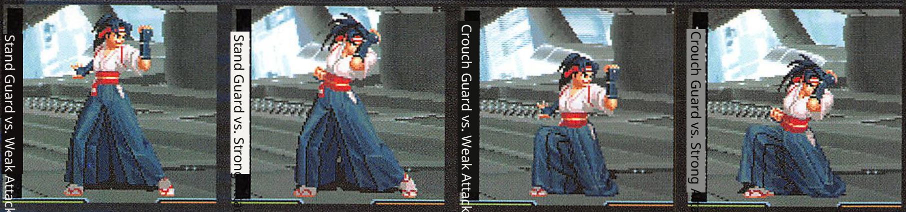
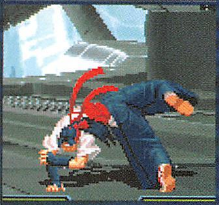

Guard

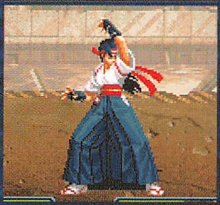
Stand Guard vs. Weak Attack

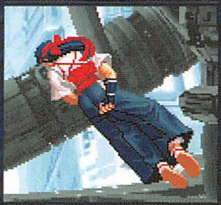
Stand Guard vs. Strong Attack

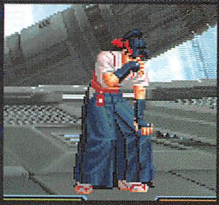
Crouch Guard vs. Weak Attack

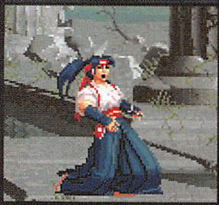
Crouch Guard vs. Strong Attack

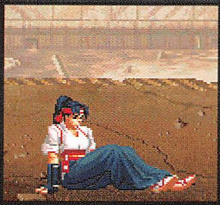

Get-up

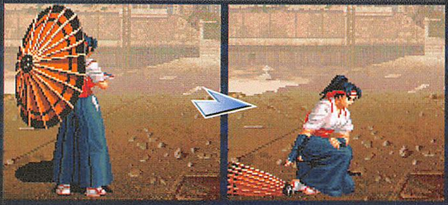

Guard Crush

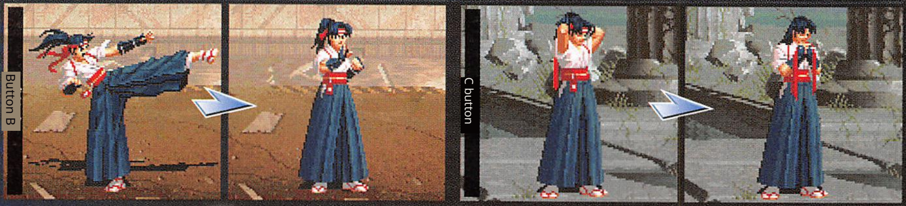

Spiral Knockback


Unconscious


ク Countered by displacement (loss when shifted)

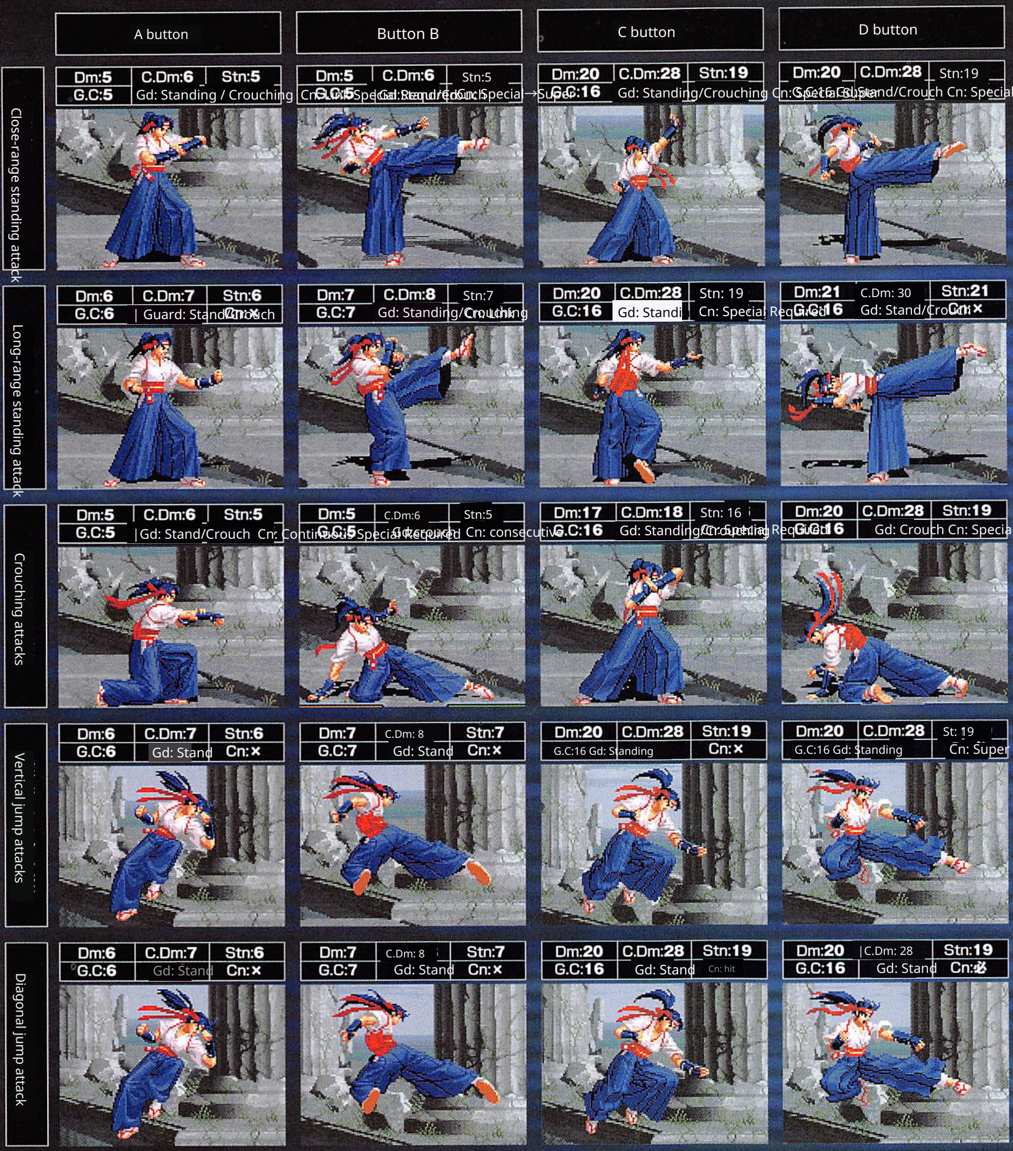

Loss by timeout


Intro Scene


Victory Pose

Button B

C button



	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Stand/Crouch Cn: Special→Super	Dm:20 C.Dm:28 Stn:19 G.C:16 Gd: Standing/Crouching Cn: Special Super	Dm:20 C.Dm:28 Stn:19 G.C:16 Gd: Stand/Crouch Cn: Special Super
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Guard: Stand/Crouch Cn:×	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Standing/Crouching Cn: Link	Dm:20 C.Dm:28 Stn: 19 G.C:16 Gd: Standi Cn: Special Required	Dm:21 C.Dm: 30 Stn:21 G.C:16 Gd: Stand/Crouch Cn:×
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Stand/Crouch Cn: Continuous Special Required	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: crouch Cn: consecutive	Dm:17 C.Dm:18 Stn: 16 G.C:16 Gd: Standing/Crouching Cn: Special Required	Dm:20 C.Dm:28 Stn:19 G.C:16 Gd: Crouch Cn: Special Required
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:×	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Stand Cn:×	Dm:20 C.Dm:28 Stn:19 G.C:16 Gd: Standing Cn:×	Dm:20 C.Dm:28 St: 19 G.C:16 Gd: Standing Cn: Super
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:×	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Stand Cn:×	Dm:20 C.Dm:28 Stn:19 G.C:16 Gd: Stand Cn: hit	Dm:20 C.Dm: 28 Stn:19 G.C:16 Gd: Stand Cn:必

Ground normal moves

Close-range standing A and crouching A have fast startup and are highly valuable for following up from jump attacks. Also, crouching B puts the opponent into an even (50/50) state on hit, and at point-blank range Shiranui can almost certainly be landed after the hit (see the match up strategy page for details). These are primary options when pressing the attack from a front step. On the defensive side, crouching C is powerful as an anti-air. Although its startup is slow, its hitbox is strong, so use it with the mindset of throwing it out early to cover space. Finally, a counterattack move: when the opponent shows a large opening, ideally you can execute close-range standing C → A → Light Tornado Spear Strike → follow-up.

Normal Jump Attacks

The main jumping attack is Jump D. Its startup is a bit slow, but by lowering the hitbox you can aim for follow-up combos, or use its long reach for air-to-air situations; it can be used in a variety of ways. Also, Jump B has fast startup, so it can be used for air-to-air engagements.

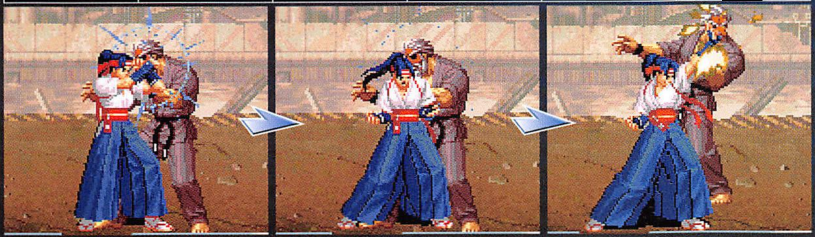
Throws / Special Moves / Others

CD throw does not allow the opponent to tech, so after it you can apply wakeup pressure with a front step into a large jump or similar. Use the normal throw primarily for this. +A is mainly used to link into combos. The second hit is a mid attack, but it is easy for the opponent to read after the first hit, so it is hard to use it as a means to break guard.

Throw Whip Up

Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn: hit



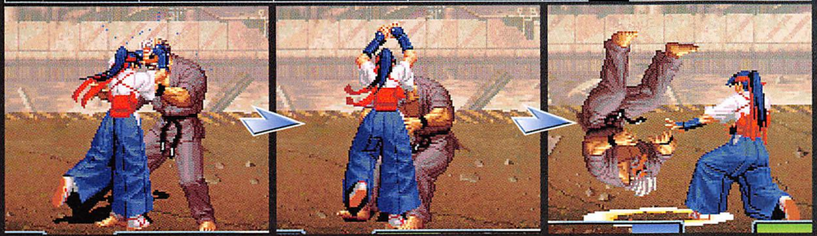
Guard Cancel Attack

Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Standing/Crouching	

Throw Aiki Nage (Aikido Throw)

Close in and press C and D simultaneously

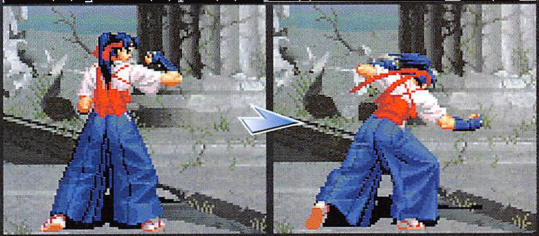
Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



Special Elbow Pad

➡+A

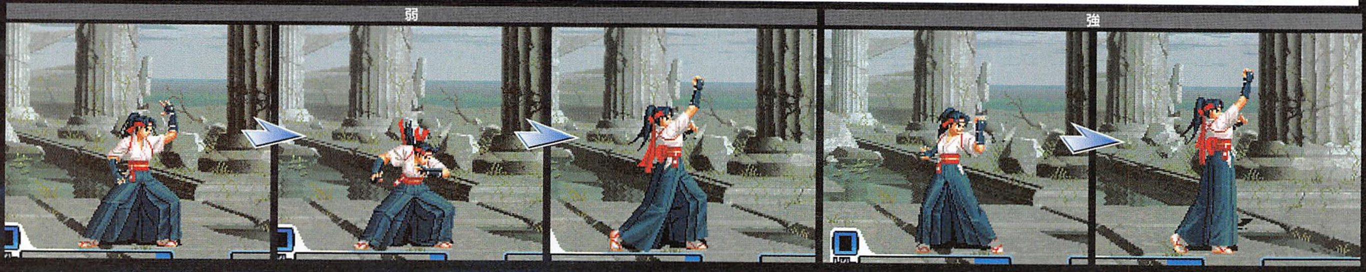
Dm:14(11)x2 C.Dm:18 (13) Stn:14(11)×2 G.C:11(7) x2 Gd stand/crouch→stand (stand/crouch) Cn:x (必)



Special Move: Hakusan Momo

◆ or C (input 3 times consecutively)

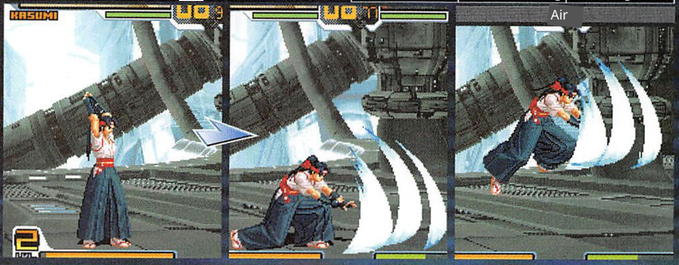
Dm:16×2	C.Dm:20	Stn:14×2	G.C:14×2	Gd: Standing/Crouching Cn:—



Special Move Repeated H

+A or C (usable in the air)

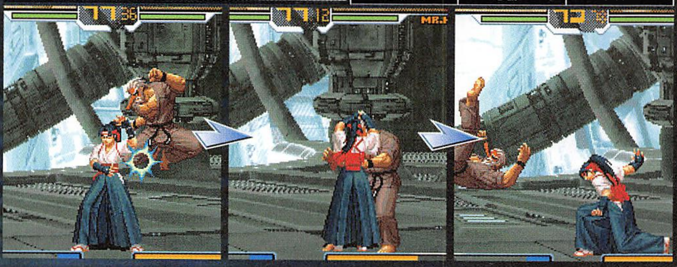
Dm: 22	C.Dm:26	Stn: 13–16
G.C: 13–16	Gd: Standing/Crouching Cn:—	



Special Move Self-Destructive Throw

◆ + B

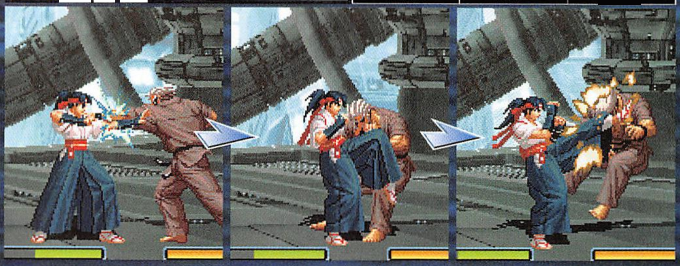
Dm:30	C.Dm:30	Stn: 0
G.C:0	Gd:—	Cn: ?



Special Move Sha Zhang Yin Cu (Killing Palm Yin Kick)

◆Eat Gold + D

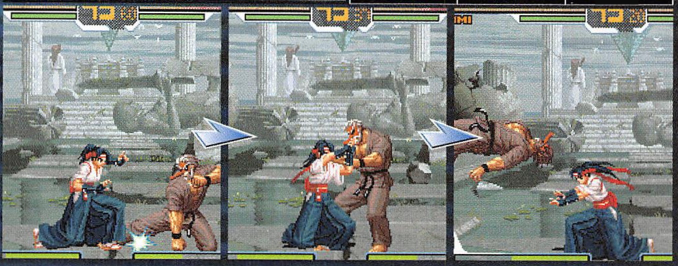
Dm:34	C.Dm:34	Stn:0
G.C:0	Gd:—	Cn: do



Special Move Half-body · Hand Return

+BorD

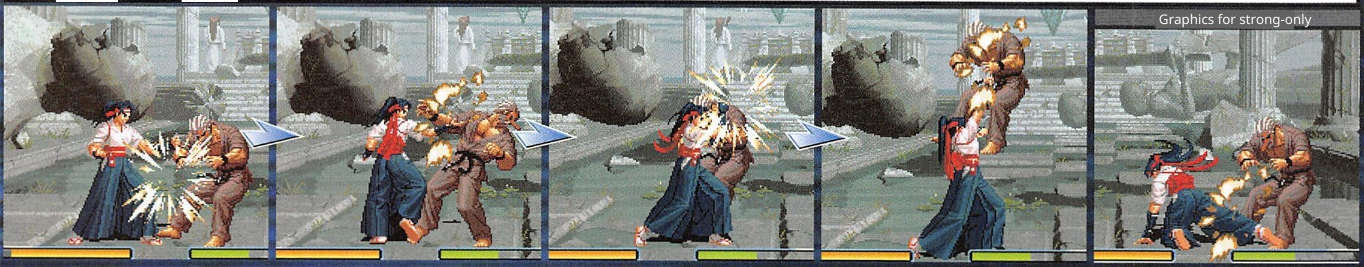
Dm:34	C.Dm:34	Stn: 0
G.C:0	Gd:—	Cn: ?



Special Move 7 Tornado Spear Strike

Approach

Dm:11×4	C.Dm:13	Stn:0	G.C:0	Gd: Unblockable Guard SC



● Baishan Peach

A striking move that thrusts the fist upward to blow the opponent away. The weak version has a fast start-up and lifts the fist upward on the spot. The strong version has a slower start-up and steps in before thrusting the fist upward. For both versions, after a short time from start-up a Guard Point (hereafter GP) is active for a certain duration. The weak version is invulnerable to strikes until the GP activates and can counter attacks from above the head down to the waist. Once the GP ends and until the attack is unleashed, the upper body is invulnerable. The strong version is unprotected until the GP activates and can counter attacks from the face down to the knees; after the GP ends and until the attack occurs, the lower body is invulnerable.

● Layered hit

A projectile that generates a shockwave near the user and can also be launched in the air. The ground version's weak variant appears slightly faster. Also, although it has longer range, it lacks hit detection in the upper area. On the contrary, the strong attack has a slightly shorter reach but its hitbox is positioned higher. When trying to trade with midair projectiles that travel through the mid-height, be careful: the weak attack may fail to trade in some cases.

The aerial versions for both weak and strong have the same startup and hit detection. The difference is the airborne freeze time after the move: the strong version has a longer pause than the weak. Also, because the aerial versions are affected by jump inertia, using them immediately after the rising jump will cause a slight additional lift.

● Self-Destructive No-Throw

A counter move that intercepts the opponent's attack, redirects it backward while throwing them, and functions as a standing parry. After it connects, the opponent cannot recover by teching; attacks that can be parried with this move are limited to jump attacks and special moves with a high attack position. The parry's activation comes early, but not immediately upon input, so it cannot parry attacks that are layered on the opponent's wake-up.

● Killing Palm Yin Kick

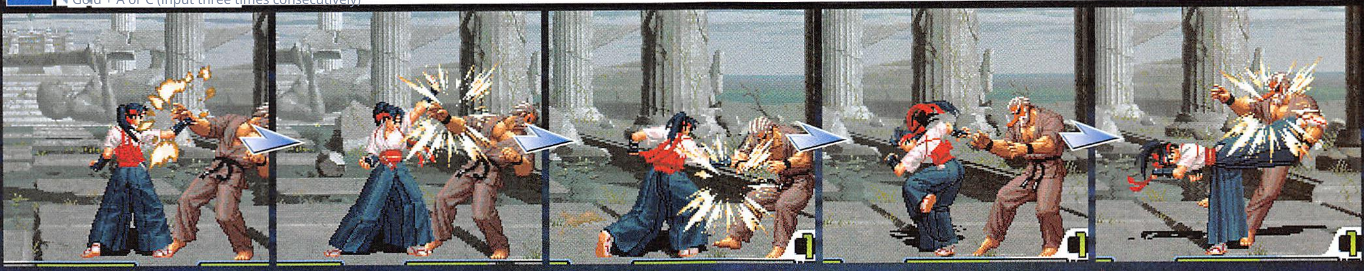
A counter technique that intercepts an opponent's move and kicks them away diagonally upward forward. The moves that can be countered are normal and special ground attacks with a high attack position. Like the desperate throw, the counter hit detection occurs relatively early, but it is not present immediately after the command input. Also, if the move is successful, the opponent will be able to recove

● Half-body / Morote-gaeshi (Two-handed Reversal)

This is a counter technique that stops the opponent's attack, lifts them with both hands, and throws them backward. There is no difference between weak and strong versions. Attacks that can be countered are high/low strikes and low attacks. The active window for the counter judgment is quite long, but it activates later than the previously mentioned counter techniques, and it has a large vulnerability window if it whiffs. Note that after it connects, a tech (recovery roll) is n

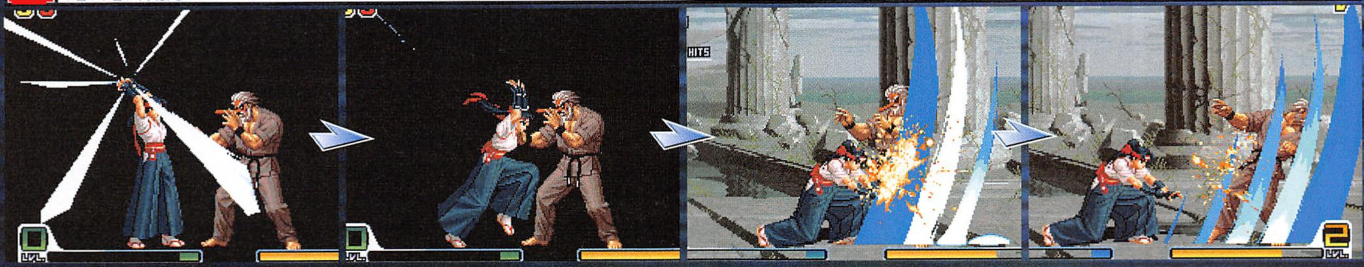
Special Move: Senkō Nagashi (Senkou Flow)
Gold + A or C (input three times consecutively)

Dm: 10×2 + 10 + 14 C.Dm: 12, 12, 16 Stn: 8×2, 9, 11 G.C: 4×2, 2, 2 Gd: Standing/Crouching, One, One



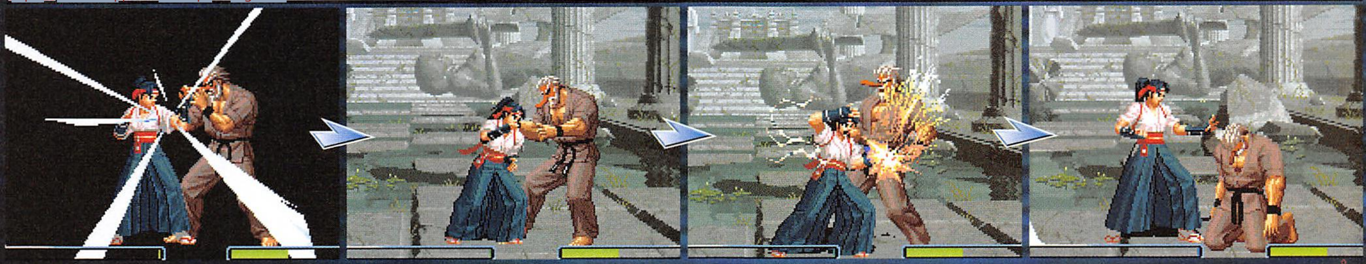
Super: Super Staggered Hits
Finishing Move +AorC

Dm: 36×5–36×7 C.Dm: 45 45 Stn:0 G.C:4×5 Gd: Standing/Crouching Cn:–



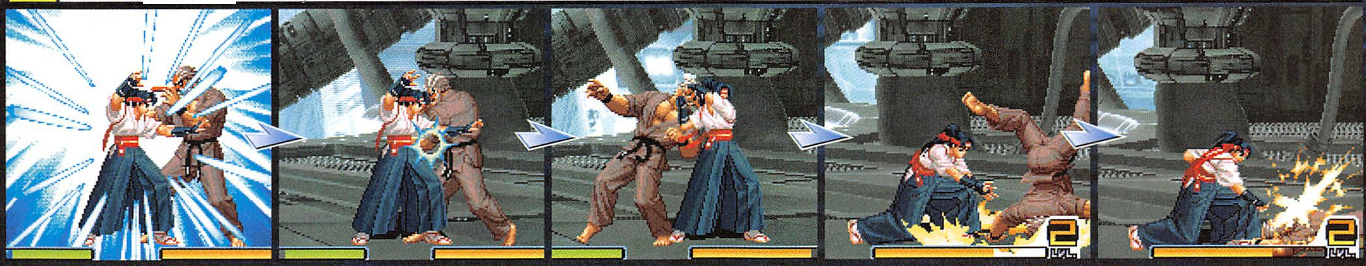
Super Ultimate: Shiranui
Special move: approach and press signal + B or D

Dm:72 C.Dm:72 Stn:0 G.C:0 Gd:throw Cn:–



EXCEED Keen Eye・Kazura Otoshi (Kazura Otoshi)
Press +AC simultaneously

Dm:75×2 C.Dm:75 Stn:0 G.C:0 Gd:– Cn:–



●Tatsumaki Spear Strike

Starting with a knife-hand strike, this unblockable hitting move thrusts upward with Hakusan Peach. It will not occur unless the conditions for a throw to connect are met. It can be incorporated into combos, and follow-up attacks are possible after the move. The throw animation differs slightly between the weak and strong versions, but the damage is the same. The differences are in startup and how the opponent is knocked away: the weak version has slightly faster startup and knocks the opponent up higher and closer, while the strong version has slower startup and knocks them lower and farther away. If you want to follow up after a weak super-link, use the weak version.

●Senkō Nagashi (Senkou Nagashi)

While moving forward, a technique that delivers four strikes: knife-hand, uppercut, elbow strike, and kick.

The first stage consists of the first two hits up through the uppercut.

In the ground technique, by entering inputs in succession it can branch into a kick.

The move is easily canceled by dodge-cancel, and its recovery is long no matter where it is stopped,

but the damage is high, so use it for counterattacks and similar situations.

●Super staggered hit

An enhanced version of the stacked hit that unleashes a tall, large shockwave projectile. The weak version has quick startup and can be incorporated into combos. However, its travel distance is short, about half the screen. The strong version has slower startup but travels about a full screen. Also, there is no invulnerability at the moment of startup, so if you get hit out of it you waste your power gauge; after the screen goes dark there is a brief period of invulnerability, and once the screen darkens the shockwave will always be generated.

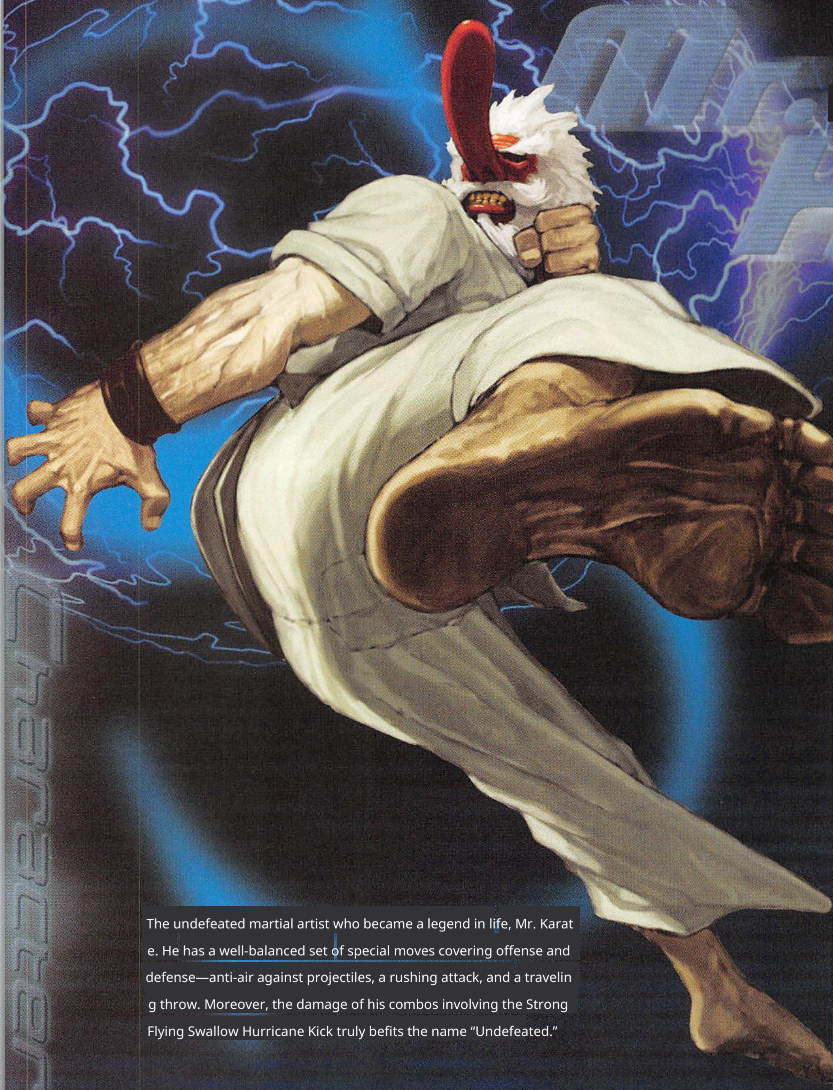
Additionally, as a special property, if you generate the shockwave while being hit by the opponent's projectile, the opponent cannot assume a guarding pose against that shockwave, so it becomes unblockable.

●Shiranui

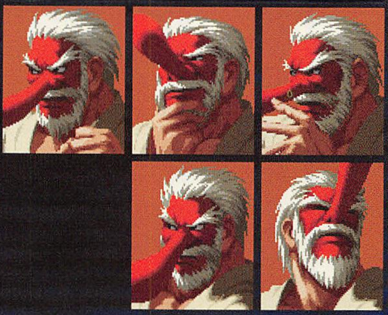
A super special command grab. Once it connects, it strikes the opponent's abdomen with a powerful blow, causing a non-recoverable knockdown. The grab hitbox becomes active as soon as the command is completed, so it can be used on wakeup. It also combos from light attacks, making it ideal as a follow-up after a jump-in.

● Shingan: Kazura Otoshi (Kazura Otoshi)

An EXCEED parry move. When the parry succeeds, the user takes the opponent onto their back and slams them down on the back of their head. It deals heavy damage and can parry almost all moves except projectiles. After the command completes, a brief invulnerable window occurs and then the parry hitbox activates, so strikes layered on a wakeup can be parried, but sometimes the move can whiff during the invulnerable period.



Mr. Karate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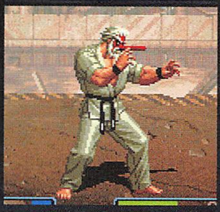
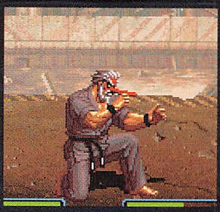

AC Button Color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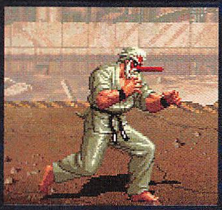
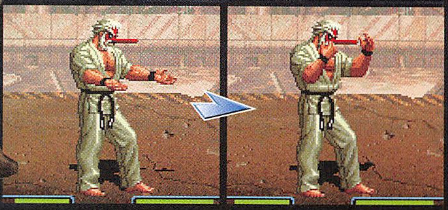
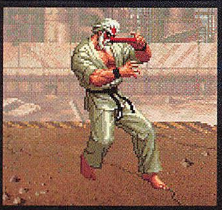
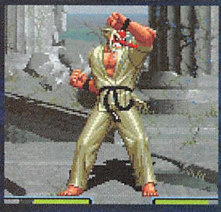
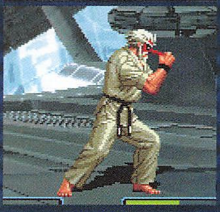

Front Step

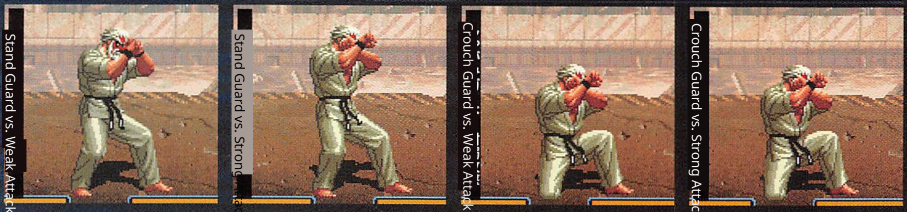

Taunt


Backstep

The undefeated martial artist who became a legend in life, Mr. Karate. He has a well-balanced set of special moves covering offense and defense—anti-air against projectiles, a rushing attack, and a traveling throw. Moreover, the damage of his combos involving the Strong Flying Swallow Hurricane Kick truly befits the name "Undefeated."


投げ Escape


Usually throw failed

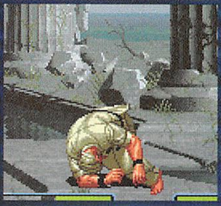

Guard

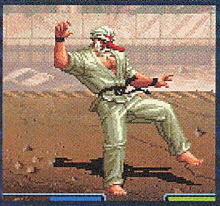
Stand Guard vs. Weak Attack

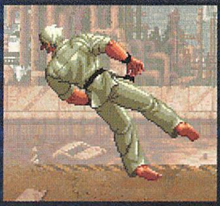
Stand Guard vs. Strong Attack

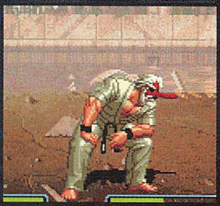
Crouch Guard vs. Weak Attack

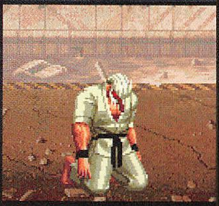
Crouch Guard vs. Strong Attack

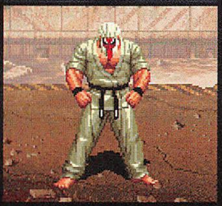

Get-up

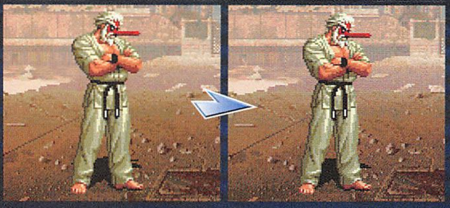

Guard Crush

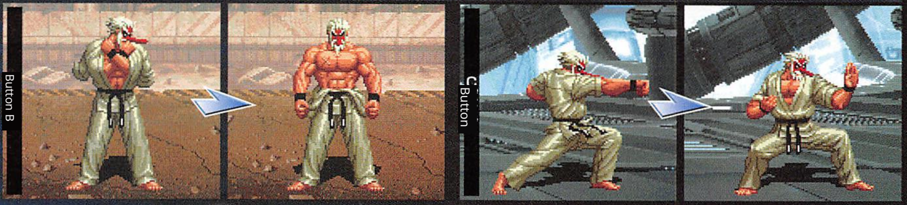

Spiral Knockback


Stun


ク Countered by displacement (loss when shifted)

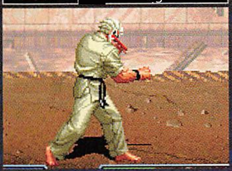
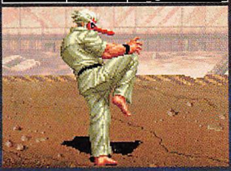
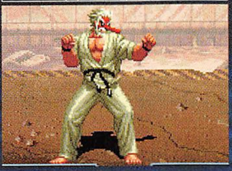
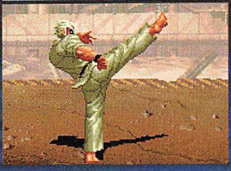
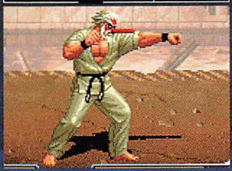
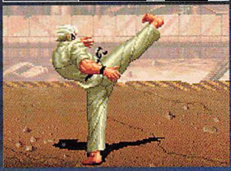
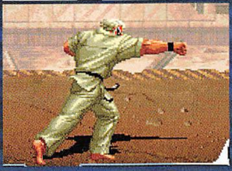
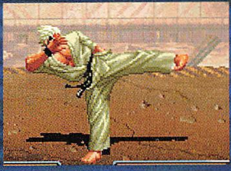
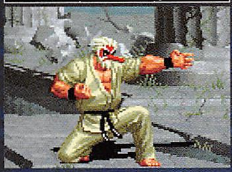
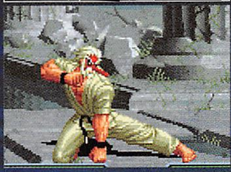
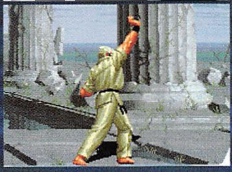
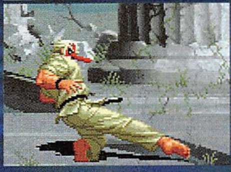
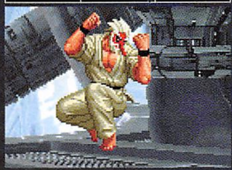
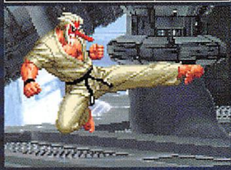
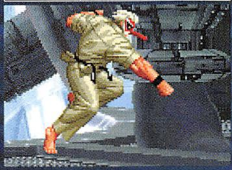
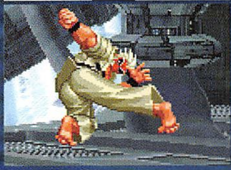
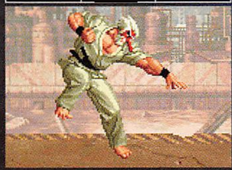
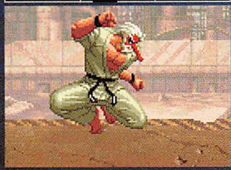
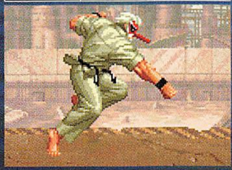
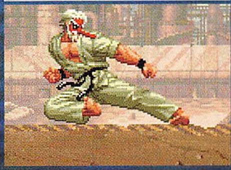

Loss by timeout


Intro Scene


Victory Pose

Button B

C Button

	A button	Button B	C button	D button
Close-range standing attack	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Standing / Crouching Cn: Link Special Required 	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Standing / Crouching Cn: Link Special Required 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd: Standing/Crouching Cn: Special Super 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd: Stand/Crouch Cn:× 
Long-range standing attack	Dm:9 C.Dm:10 Stn:9 G.C:9 Gd: Stand/Crouch Cn: Link 	Dm:9 C.Dm:10 Stn:9 G.C:9 Guard: Stand/Crouch Cn: Chain 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd: Stand/Crouch Cn:× 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd: Standing/Crouching Cn:× 
Crouching attacks	Dm:8 C.Dm:10 Stn:8 G.C:8 Gd: Standing / Crouching Cn: Link Special Required 	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Crouch Cn: Chain, Special, Super 	Dm: 17 C.Dm: 18 Stn: 16 G.C:16 Gd: Stand/Crouch Cn: Special Only 	Dm:20 C.Dm:30 Stn: 17 G.C:16 Gd: crouch Cn: Special Must 
Vertical jump attacks	Dm:9 C.Dm:10 Stn:9 G.C:9 Gd: Stand Cn:× 	Dm:9 C.Dm: 10 Stn:9 G.C:9 Gd: Stand Cn:× 	Dm:18 C.Dm: 28 Stn:17 G.C:16 Gd: Stand Cn:× 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd: Stand Cn: hit 
Diagonal jump attack	Dm:9 C.Dm: 10 Stn:9 G.C:9 Gd: Stand Cn:× 	Dm:9 C.Dm:10 Stn:9 G.C:9 Gd: Stand Cn:× 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd: Stand Cn:× 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Far standing B and far standing C are used for poking. The former is strong upward and also helps prevent jumps. The latter has strong hitboxes, so use it at mid-range. In addition, use crouching D to secure knockdowns. Although its whiff recovery is somewhat long, it has great reach and strong hit detection, so mix in air cancels.

At close range, use crouching A as a combo filler. Crouching B is a low, so it is effective for breaking guards or starting combos. Crouching C is used in combos and, if timed early, can serve as an anti-air. Close standing C has fast startup, making it effective for punishes after a GC front step or as combo links. Close standing D can be used as an anti-air directly above.

Normal Jump Attacks

Use jump B to aim for an overturn on grounded opponents, D is recommended. When D is used to jump in from the front, it is effective to hit with the tip.

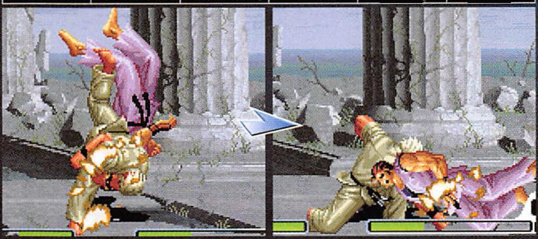
Throws / Special Moves / Others

Normally throws cannot be recovered from by either player, allowing follow-up pressure. Remember that the CD throw can also cause the opponent to fall while facing the opposite direction. +A is mainly for combos and only causes a knockdown when used alone (including slow cancels). +B is a mid attack only when used alone and can be canceled only into a super move. +A can erase normal projectiles when attacking.

Throw Outer reap (Ouchi-gari)

Approach and press A and B simultaneously

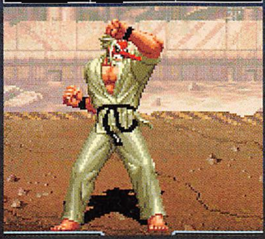
Dm:7×3	C.Dm:7	Stn:0	G.C:0	Gd:throw	Cn: hit



Guard Cancel Attack

Dm:0 C.Dm:0 Stn:0

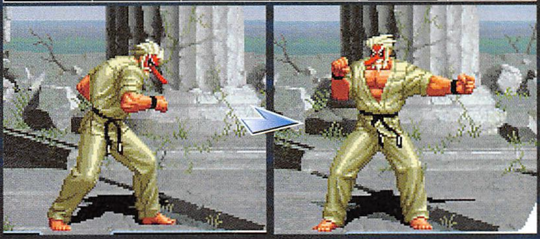
G.C:0 Gd: Stand/Crouch Cn:x



special 先Car

➡+A

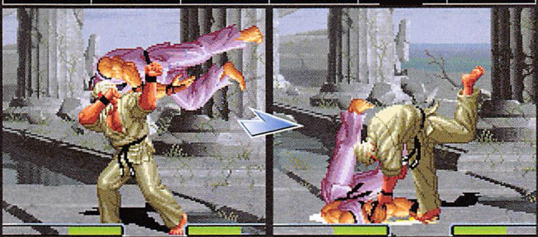
Dm:20 (11)	C.Dm:24 (16)	Stn:16 (11)	G.C:11 (7)	Gd: Standing/Crouching Cn:✗



Throw Ippon seoi nage (One-arm shoulder throw)

Approach and press +D simultaneously

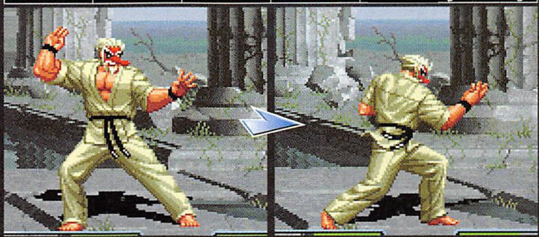
Dm:24	C.Dm:24	Stn:0	G.C:0	Gd: Throw Cn: x



special Rook Drop (Hisha Otoshi)

⬅+A

Dm:24	C.Dm:30	Stn:20	G.C:16	Gd: Standing/Crouching Cn:✗

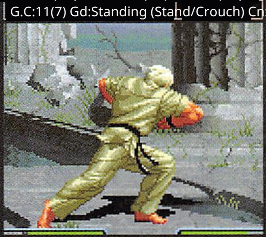


special 1-Watt Cut

➡+B

Dm:18(11) C.Dm:22(16) Stn:16(11)

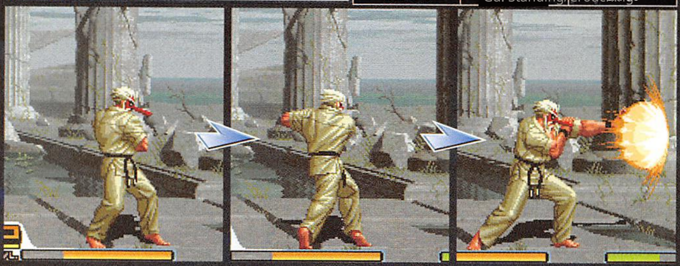
G.C:11(7) Gd:Standing (Stand/Crouch) Cn:Super (Required)



Special Move Tiger Radiant Fist

↓↘→+AorC

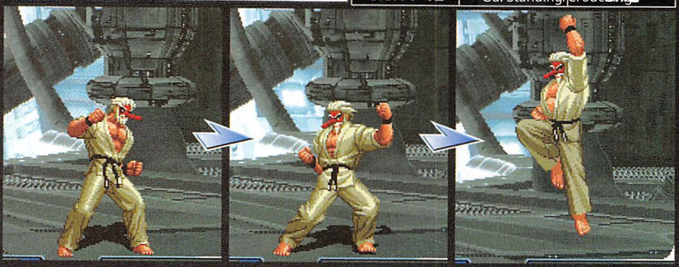
Dm:16 C.Dm:20 Stn:11
G.C:11 Gd: Standing/Crouching Cn: do



Special Move 1 Tiger Roar

→↓↘+AorC

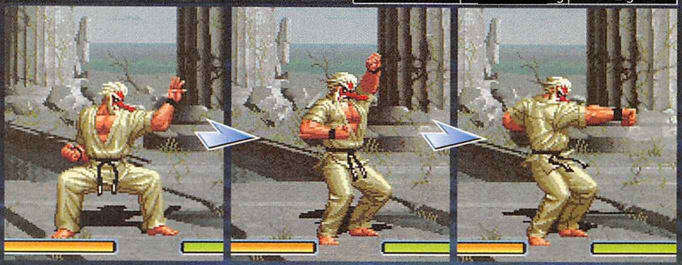
Dm:20 C.Dm:29 Stn:11・12
G.C:11・12 Gd: Standing/Crouching Cn:ど



Special Moves Fierce Tiger Lawless Rock

↓↙←+AorC

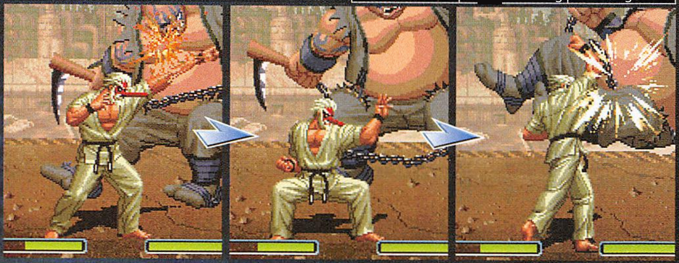
Dm:32 C.Dm:36 Stn:20
G.C:20 Gd: Standing/Crouching Cn:ど SC



Special Move Temporary Fierce Fist

→←→+AorC

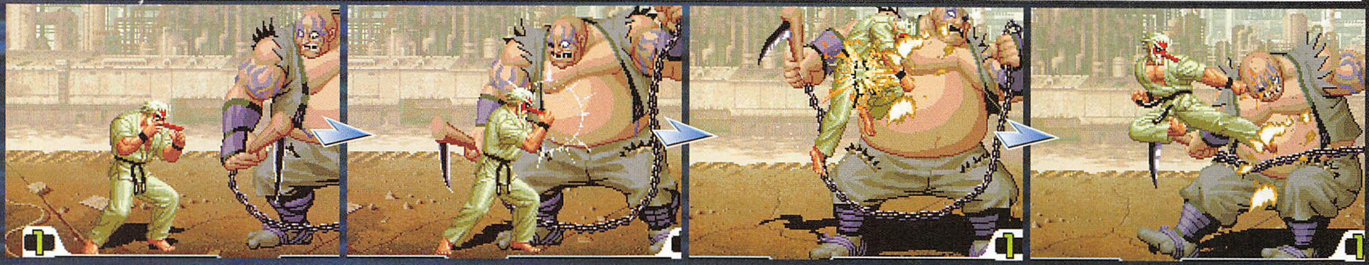
Dm:0+1×11+14 C.Dm:0、1、14 Stn:0
G.C:0 Gd: Standing/Crouching Cn:—



Special Move Xiangluan Kick

Number + B or D

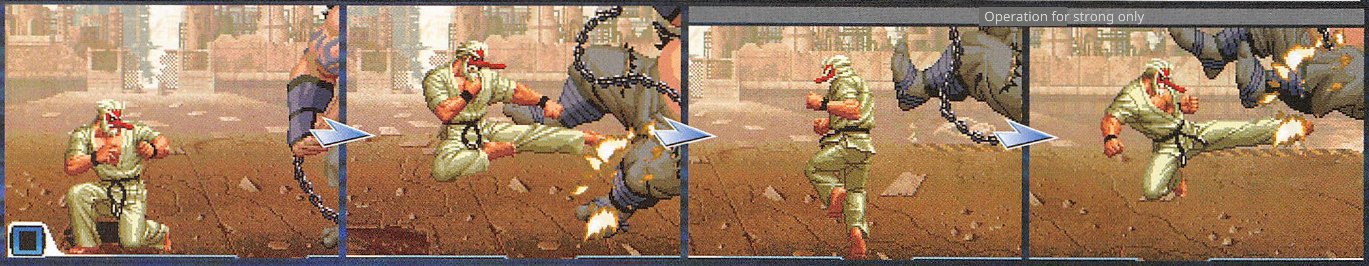
Dm:1×6+16 C.Dm:1、16 Stn:0 G.C:0 Gd:throw Cn:—



Special Move Hien Swift Wind Kick

Charge + B or D

Dm:22・12×2 C.Dm:26・14 Stn:11・0 G.C:11・0 Gd: Standing/Crouching Cn: do



● Tiger Radiant Fist

The projectile is fired from one arm, releasing an energy shot. The weak and strong versions differ in bullet speed and startup: the weak version has faster startup but a slower projectile speed, while the strong version has slightly slower startup but a faster projectile speed. Because the attack's hitbox is positioned relatively high, it easily connects with opponents who are airborne. Use it from long range while mixing in air cancels, or as a follow-up when a normal attack is blocked. However, if anticipated, it can be punished by a large jump attack, so avoid overusing it.

● Tigroar

An uppercut performed while ascending into the air; the height gained is greater with the strong version than with the weak. On hit it can knock the opponent down, and because it comes out quickly it can follow weak attacks as a combo. It has no invincibility frames, so it is difficult to use against rising opponents or to interrupt actions. Its attack hitbox is large, so if it is released early it is highly effective as an anti-air move. Also, if executed so that it lands at mid-range, it can function as an anti-ground move as well.

● Fierce Tiger Buraiiwa

While in stance, one hand is thrust forward as the opposite hand delivers a straight punch. While the hand is extended forward, there is a guard point that can deflect high-hit attacks. There is no invincibility time, and it takes time for the guard point to activate, so it cannot be used on wake-up. Also, there is a large recovery gap if the move is guarded. It is cancellable into dash (where applicable) and super-cancellable, but there are no particularly useful applications. However, its damage is very high, so it can be used as a follow-up after Strong Hyakuren Tatsumaki or similar; this becomes the maximum-damage follow-up when you have no Power Gauge.

● Fierce Punch

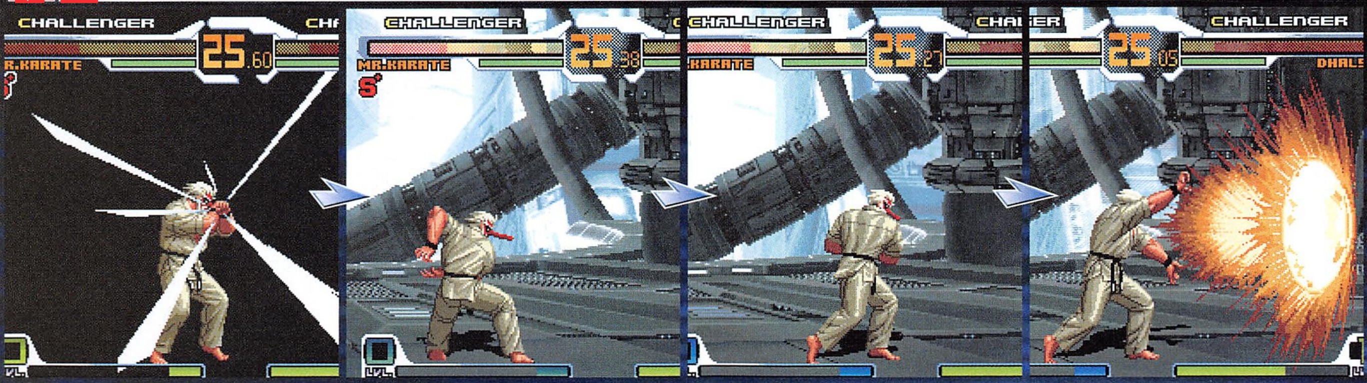
After a series of thrusts, a technique that drives in an uppercut. The attack hitbox is weak, so it is dedicated to combo use. With the light attack it chains after a heavy attack, and both light and heavy can be used as a follow-up after Strong Hyakuretsu Shippu Kick hits.

●Shōrankyaku

Run forward, grab the opponent, and perform consecutive knee strikes to the head followed by a jumping kick in a moving throw. While running, you can evade low attacks that target the feet, such as crouching B, but you will be hit by low-traveling projectiles that crawl along the ground. Also note that it may take some time from closing the distance to actually securing the grab. The difference between weak and strong buttons affects travel distance: the weak version moves about two-thirds across the screen, while the strong version travels from one edge of the screen to the other. It is mainly usefu

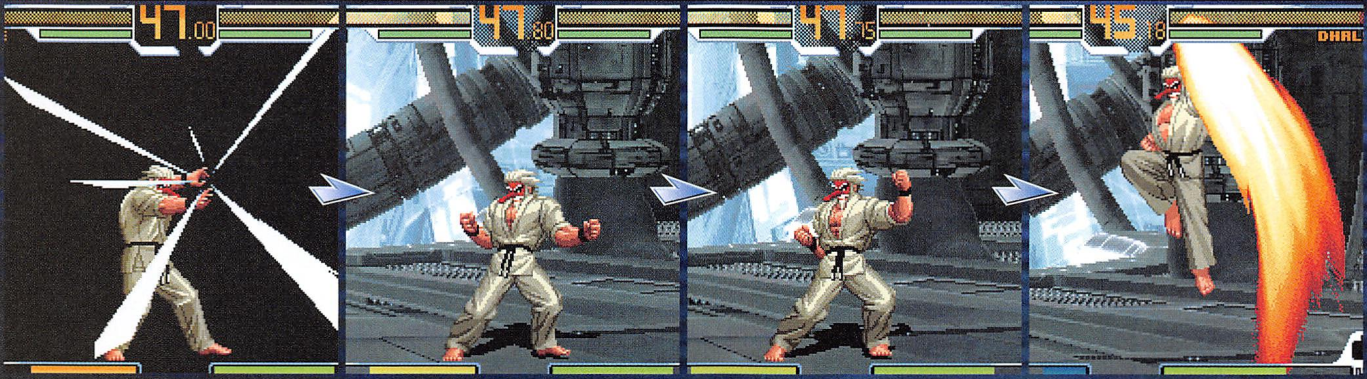
Super Special "Overlord Supreme Fist"
Special Move ● A + AorC

Dm:54 | C.Dm:59 | Stn:8 | G.C:16 | Gd: Standing/Crouching



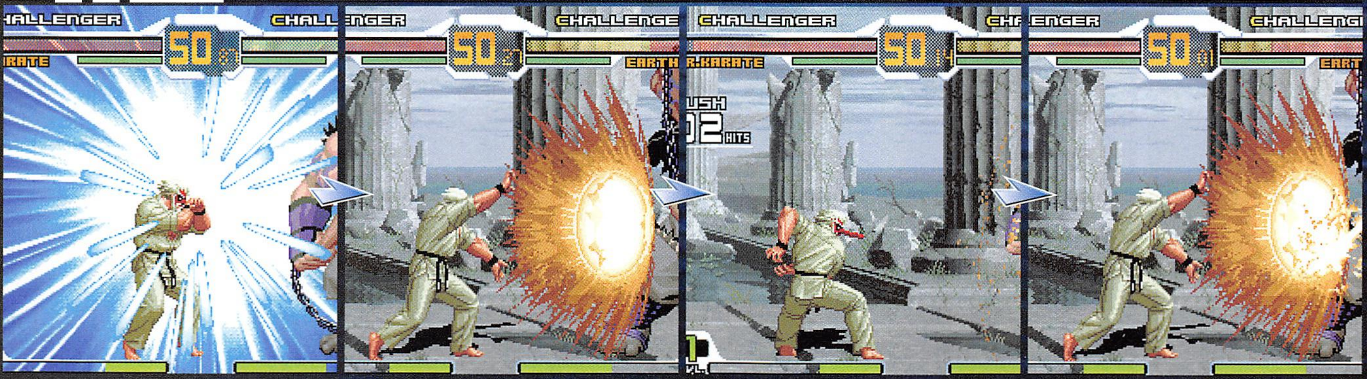
Super Ultimate Tiger Roar
Finish ● Gold Time Gold + BorD

Dm:31×2+14×5 | C.Dm:34、16 | Stn:0 | G.C:0 | Gd: Standing/Crouching



EXCEED | Super Overlord Supreme Punch
Press Jin/● + Gold + AC simultaneously

Dm:46×3 | C.Dm:52 | Stn:0 | G.C:20×3 | Gd: Standing/Crouching



● Hien Swift Wind Kick

Rush forward horizontally while performing a jumping kick. The weak version delivers a single kick and advances about two-thirds of the screen. The strong version is a two-hit kick that advances roughly the width of one screen; if the second hit of the strong version connects, you can follow up on the knocked-back opponent, and the block stun when guarded is small. Prefer using the strong version mainly in combos. Also, it can pass over low projectiles that skim the ground, so using it from long range unexpectedly is effective. Against opponents who try to counter from a GC Front Step with a strong version, mix in the weak version to make their reactions less predictable and reduce the chance of being punished.

●Overlord Supreme Fist

While crouching and charging, he releases a gigantic ki projectile. It has the property of penetrating other projectiles, and if you keep holding the button, the charging action continues, allowing you to delay the firing timing. Projectile speed differs by strength: the weak version is slow, the strong version is quite fast. It has complete invincibility from the very start, but the invincibility ends before activation, which is a drawback. Use it from a distance to intercept jumps or to counter projectiles with slight anticipation.

●Extreme Tiger Roar

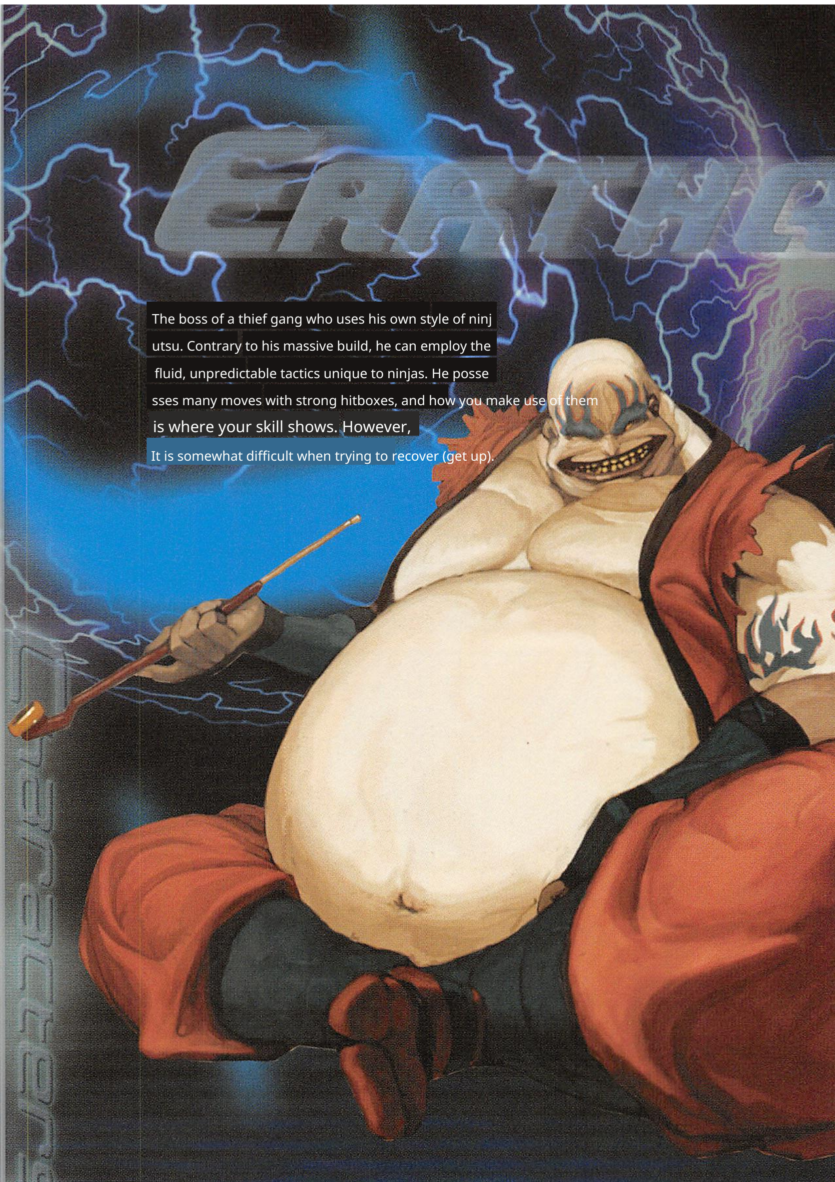
After thrusting out his body, he rises while charging a ki-infused uppercut. Although the attack's startup is somewhat slow, it has a long invincibility period at the beginning, so it can be used as an anti-air or interrupt. It is also Mr. Karate's core move, suited to many uses such as finishing combos like the follow-up after Strong Swallow Wind Kick.

●Super Overlord Supreme Fist

EXCEED that unleashes the Overlord Supreme Fist three times in succession. Its projectile speed is as fast as the Strong Overlord Supreme Fist and also pierces the opponent's projectiles. Additionally, holding the button allows some degree of discretionary timing adjustment for the shot. It has a long invincibility period at the start; when released without charging, the attack's hitbox appears before the invincibility ends. However, although its attack comes out slightly earlier than the Overlord Supreme Fist, it cannot be incorporated into ground combos, so keep that in mind. Typical uses are follow-ups after Strong Swallow Wind Kick, countering the opponent's projectiles, early anti-air interrupts, etc. Because it can only be used once per match, use it in a situation where it will land for sure.

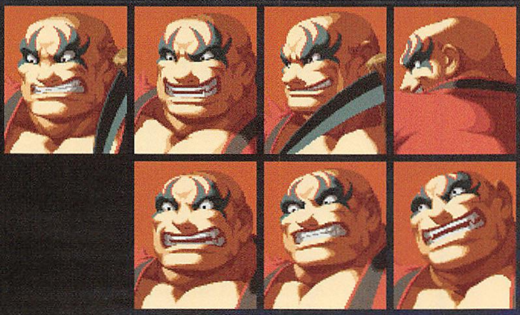
EARTHQUAKE

Earthquake

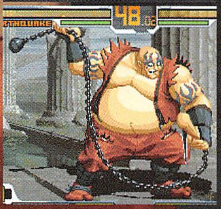


The boss of a thief gang who uses his own style of ninjutsu. Contrary to his massive build, he can employ the fluid, unpredictable tactics unique to ninjas. He possesses many moves with strong hitboxes, and how you make use of them is where your skill shows. However, It is somewhat difficult when trying to recover (get up).

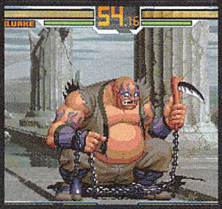
Face Pattern



AC Button Color



BD Button Color



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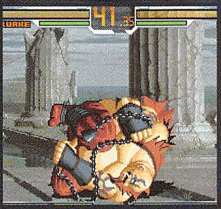
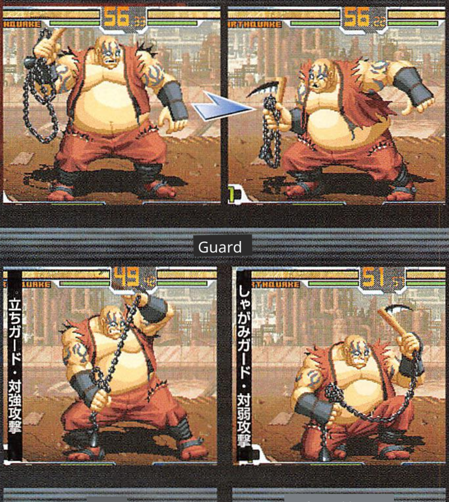
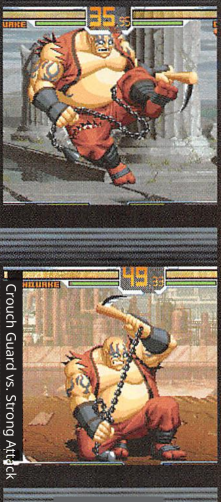


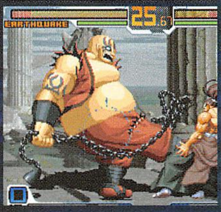
Taunt



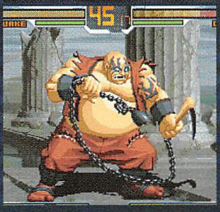
Backstep



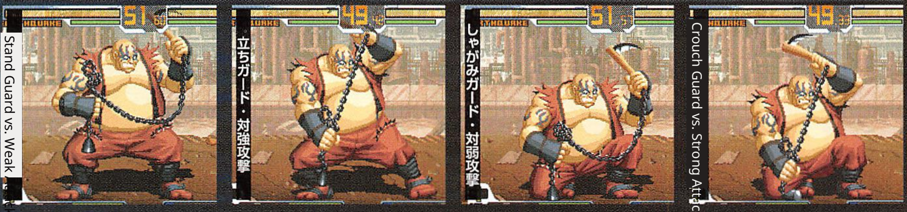
Throw Escape



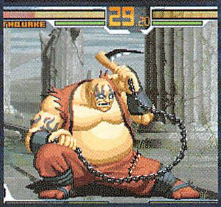
Usually throw failed



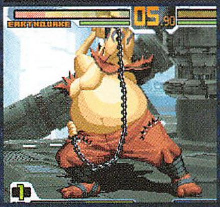
Guard


Stand Guard vs. Weak Attack
立ちガード・対強攻撃
しゃがみガード・対弱攻撃
Crouch Guard vs. Strong Attack

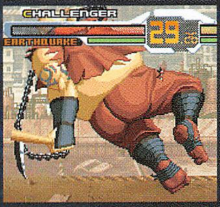
Get-up



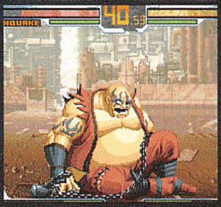
Guard Crush



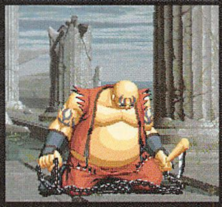
Spiral Knockback



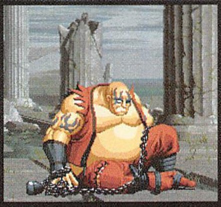
Stun



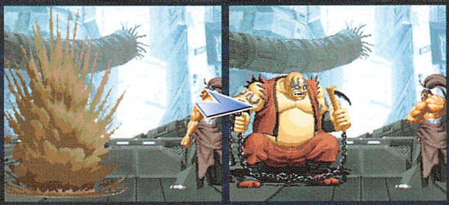
Defeated by Scrape



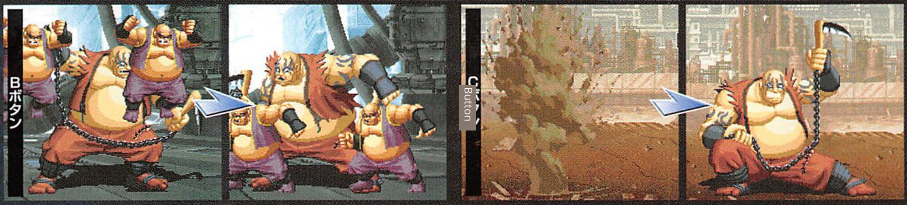
Loss by timeout

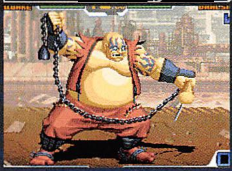
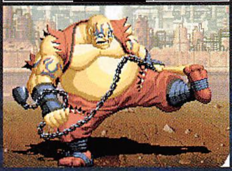
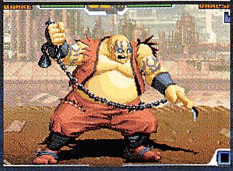
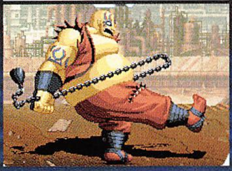
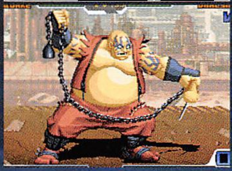
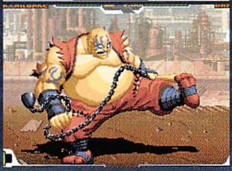
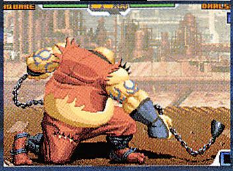
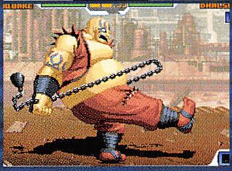
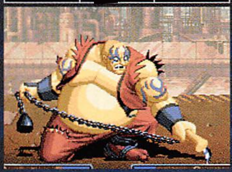
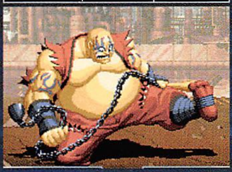
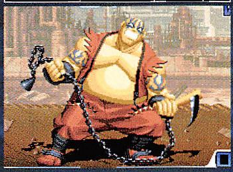
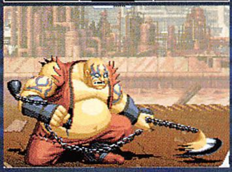
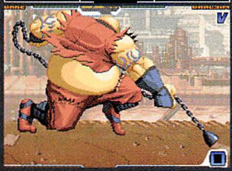
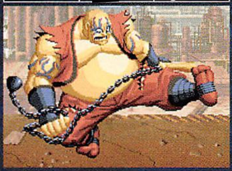
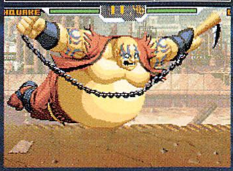
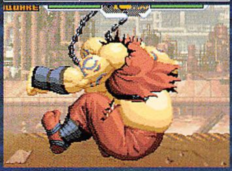
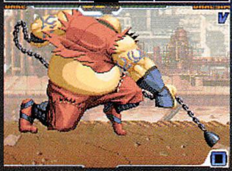
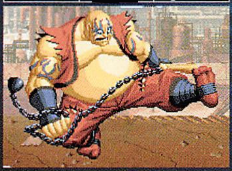
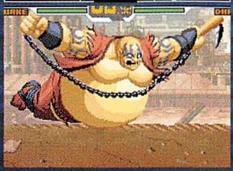
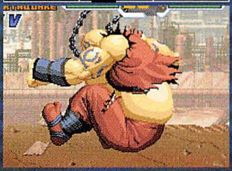


Intro Scene



Victory Pose


Bボタン
C Button

	A button	Button B	C button	D button
Close-range standing attack	Dm:7 C.Dm:8 G.C:7 Stn:7 Gd: Standing/Crouching Cn: Link 	Dm:7 C.Dm:8 G.C:7 Stn:7 | Guard: Stand/Crouch Cn: Link 	Dm:23 C.Dm:31 G.C:22 Stn:16 Gd: Standing/Crouching Cn:必 	Dm:23 C.Dm:31 G.C:22 Sth:16 Gd:Standing/Crouching Cn:必 
Long-range standing attack	Dm:8 C.Dm:9 G.C:8 Stn:8 Gd: Standing/Crouching Cn: Link 	Dm:8 C.Dm:9 G.C:8 Stn:8 | Guard: Stand/Crouch Cn:× 	Dm:26 C.Dm:34 G.C:25 Stn:20 Gd: Standing/Crouching Cn:× 	Dm:23 C.Dm:31 G.C:22 Stn:16 | Gd:Standing/Crouching Cn:× 
Crouching attacks	Dm:7 C.Dm:8 G.C:7 Stn:7 Gd: crouch Cn: Link on hit 	Dm:7 C.Dm:8 G.C:7 Stn:7 |Gd:Stand/Crouch Cn: Link 	Dm:23 C.Dm:31 G.C:22 Sth:16 Gd:Stand/Crouch Cn: Special 	Dm:23 C.Dm:31 G.C:22 Stn:16 Gd:Crouch Cn:× 
Honest Jump Attack	Dm:8 C.Dm:9 G.C:8 Stn:8 Gd: Stand Cn:× 	Dm:8 C.Dm:9 G.C:8 Stn:8 Gd: Standing Cn:× 	Dm:23 C.Dm:31 G.C:22 Stn:16 Gd: Standing Cn:× 	Dm:23 C.Dm:31 G.C:22 Stn:16 Gd: Stand Cn:× 
Diagonal jump attack	Dm:8 C.Dm:9 G.C:8 Stn:8 Gd: Stand Cn:× 	Dm:8 C.Dm:9 G.C:8 Stn:8 Gd: Standing Cn:× 	Dm:23 C.Dm:31 G.C:22 Stn:16 Gd: Standing Cn:× 	Dm:23 C.Dm:31 G.C:22 Stn:16 Gd: Stand Cn:× 

Ground normal moves

Long-range standing D is an excellent zoning move with a long active hit duration and small recovery vulnerability. Standing A can be cancelled, so link it into special moves. Crouching D is a low attack with long reach and recovery; it can knock the opponent down, and even if blocked it leaves you in a favorable state due to its small vulnerability. Crouching A is a low attack. Close standing C puts you in a greatly advantageous state on hit and can be chained into moves like long-range standing D with precise timing. Close standing D looks the same as long-range standing D, but it is cancellable and remains advantageous even if blocked. Also, among normals it has the fastest startup. However, the recognition range for close moves is narrow, so in mirror matches it becomes a long-range standing D even at point blank r

Normal Jump Attacks

Jump D has a very strong downward attack hitbox and is a main jump-in used for cross-up setups. Jump A is used for long-range jumps thanks to its reach, and when used as an upward attack against tall characters it becomes a mid attack. Jump B is easy to use as an anti-air.

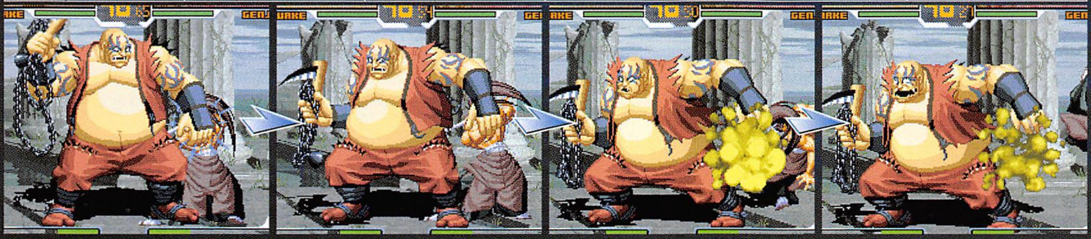
Throws / Special Moves / Others

CD throws cannot be tech-rolled. They are useful because they allow you to reliably perform Fat Burst. On the other hand, AB throws can be tech-rolled, and if finished at the edge of the screen you can be countered with a throw from the tech-roll, so be careful (you will not take strike damage).

投げ Go to Heaven

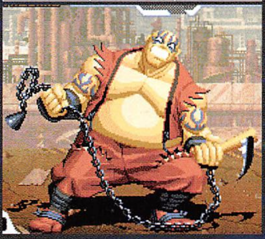
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



Guard Cancel Attack

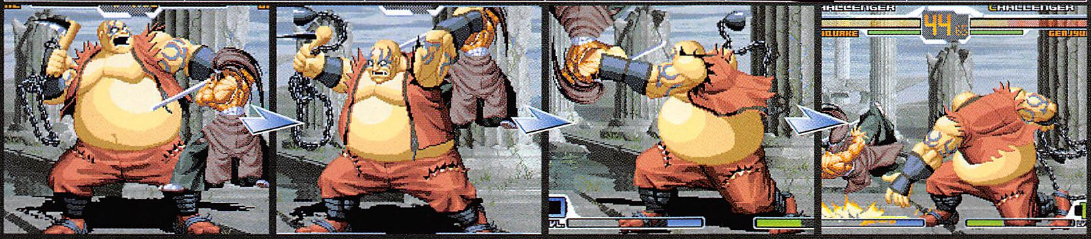
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Standing/Crouching	Cn:×



Throw [Fat Burst

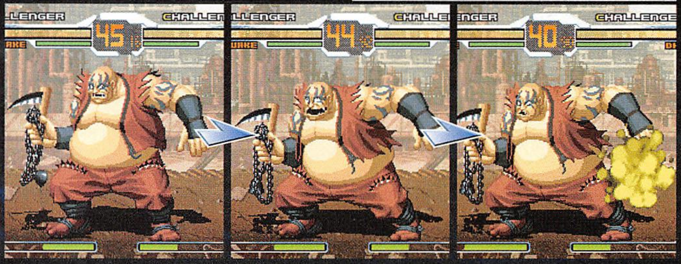
Close in and press C and D simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



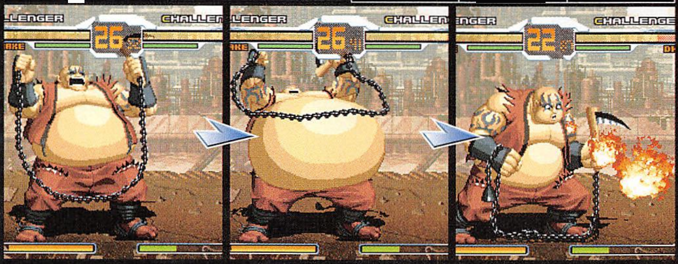
|Special] Fat Burst
+AorC

Dm:22 | C.Dm:26 | Stn:10•11
G.C:10•11 | Gd: Standing/Crouching | Cn: do



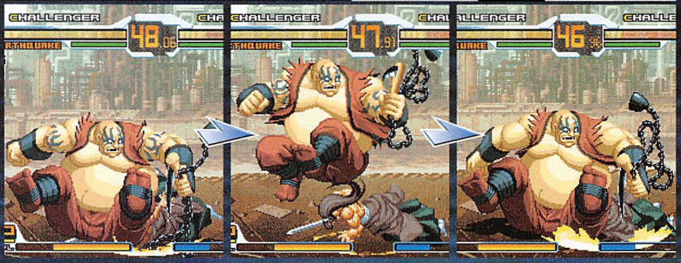
Special Move Fat Breath
Gold Sign☆ + A or C

Dm:24×1 | C.Dm:27 | Stn:16×1
G.C: 16×1 | Gd: Stand/Crouch | Cn: do



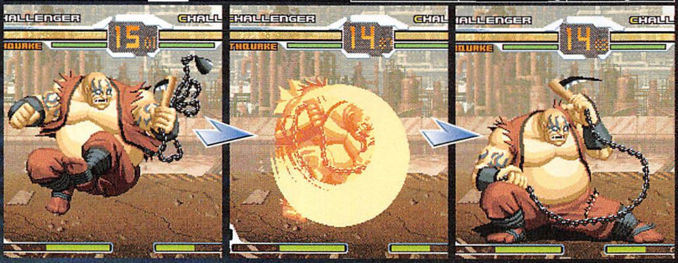
|Special Fat Bound
In the air, ↓ + B or D

Dm:24 | C.Dm:28 | Stn:16
G.C:16 | Gd: Stand/Crouch | Cn:—



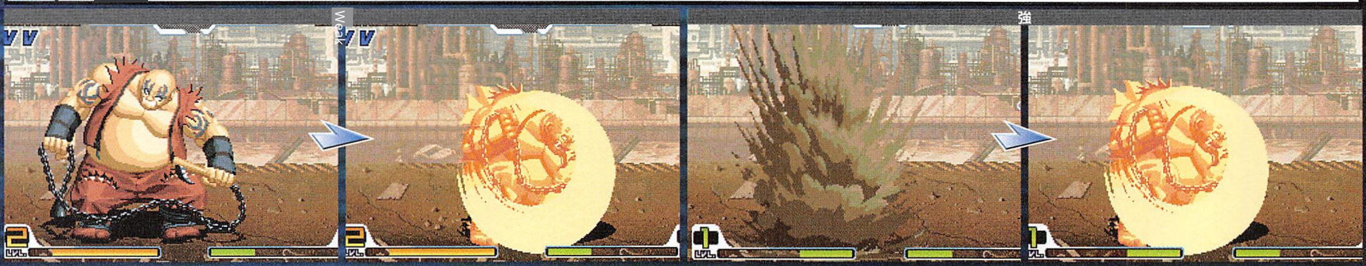
"Special Chainsaw Dive
In the air + A or C

Dm:18×3 | C.Dm: 24 | Stn:11×3
G.C:11×3 | Gd: Standing/Crouching | Cn:—



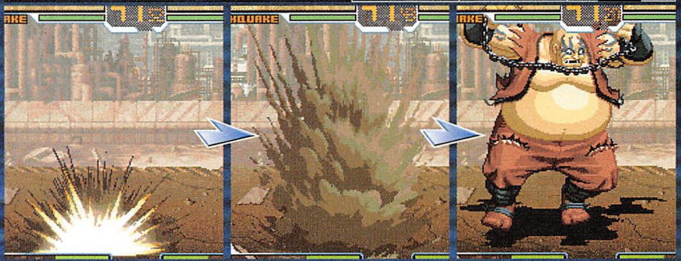
] Fat Chainsaw
|Special Move|
+ A or C

Dm:24 | C.Dm:28 | Stn:12•13 | G.C:12•13 | Gd: Standing/Crouching | Cn: do



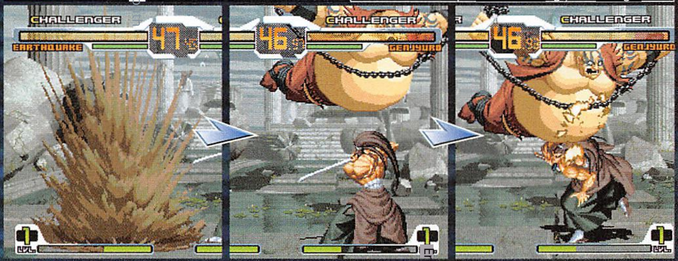
"Special [Fat Fake
All stages ten days

Dm:0 | C.Dm:0 | Stn:0
G.C:0 | Gd:— | Cn: do



|Special Fat Replica Attack

Dm:29 | C.Dm:36 | Stn:16
G.C:16 | Gd: Standing/Crouching | Cn: do



● Fat Burst

A projectile that drifts a fart forward. The fart moves very slowly; the weak version travels about one-third of the screen and the strong version about two-thirds before disappearing. The weak version has a slightly faster startup and a more compact overall animation. Although the attack's startup is slow, once it is out it can be used as a shield to press the offense, so it is used frequently. Note that if Fat Breath, Fat Guilty, or Fat Carnival are performed, the fart will disappear at that moment, so be careful.

屁

● Fat Breath

An attack that blows fire from the mouth. In practice it continuously emits fireballs: the weak version fires 7 projectiles while the strong version fires 12 projectiles. The number of projectiles differs. Because there are many attack hits, it causes chip damage.

This is a powerful and very useful technique. The weak version becomes advantageous if it is blocked, while the strong version puts you at a disadvantage. However, be careful: if the opponent uses GC Front Step, even the weak version can be counterattacked. Also, while the flame is being emitted you can change its angle with the lever to three directions: horizontal, diagonally down, and straight down; furthermore, before emission you can input or or (horizontal) or (diagonally down), or or (straight down) to specify the firing direction of the first fireball.

● Fat Bound

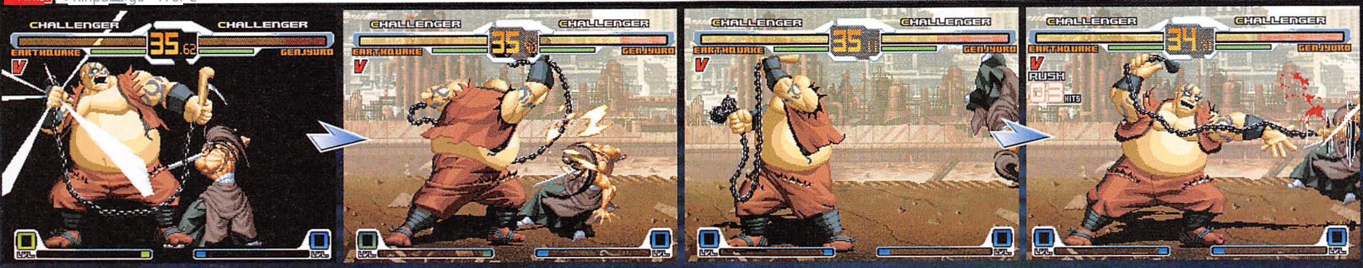
This move delivers a hip attack from the air and, upon reaching the ground it bounces and attacks again. The difference between the weak and strong versions is the number of bounces: the weak bounces once, the strong bounces twice. This move is characterized by a very strong downward hitbox, making it hard to beat except by invincible moves. However, if the first hit connects at a high position, be careful because the opponent's wake-up throw becomes guaranteed. Also, the hip attack after the bounce is not a consecutive-guard move, so if the first hit is blocked, the opponent can interrupt before the bounce or escape by backstepping. Generally, it is best to use the weak version at a lower height.

● Chain Saw Dive

This technique descends from the air with a fat chainsaw. The weak version rushes at a 60-degree diagonal, the strong at 45 degrees; regardless of hit or guard, the attacker is left slightly disadvantaged afterward. Unlike the Fat Chainsaw, the opponent does not go down on hit, and the move hits multiple times. It can be used occasionally as one option following a Fat Replica Attack.

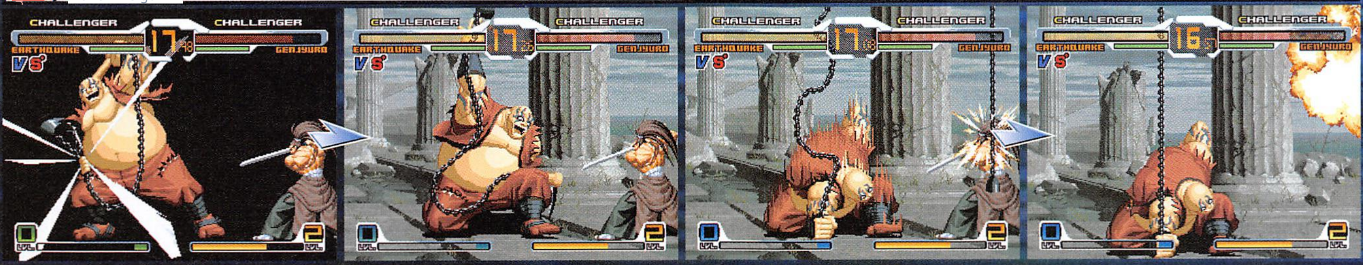
Earth Goddam 2003
• Finish Kinpu go + A or C

Dm:34×10 | C.Dm:40 | Stn:0 | G.C:8×10 | Gd: Standing/Crouching | Cn:–



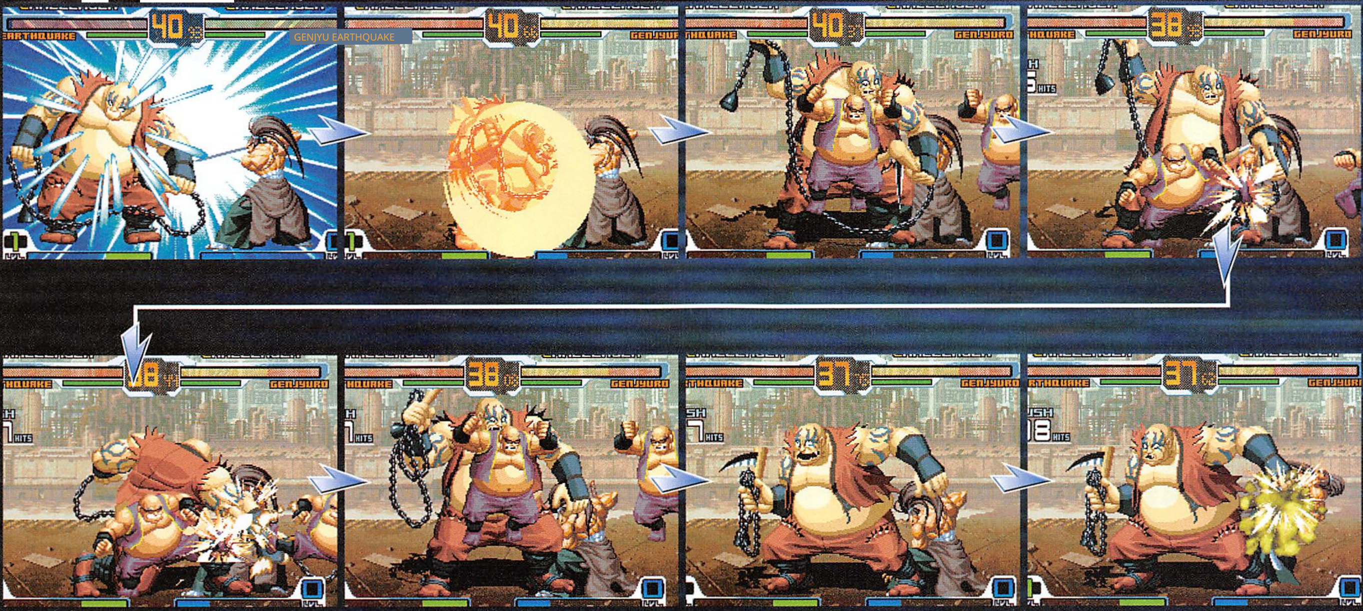
Fat Guilty
Finish Kanemine-go Kintoki +BorD

Dm:0+72 | C.Dm:72 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:–



EXCEED **Fat Carnival**
Chūki Press +AC simultaneously

Dm:0+24×6+91 C.Dm:0, 24, 91 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:–



● Fat Chainsaw

A moving attack that dashes forward while spinning. The strong version disappears briefly before dashing and covers a longer distance than the weak version. Both weak and strong versions knock the opponent down on hit, but if guarded they put you at a disadvantage. Use the very fast-activating weak version as a combo link, an interrupt, or an early anti-air.

●Fat Fake

An attack that disappears on the spot and reappears a moment later. From the moment it is executed until it reappears, the user is invincible; afterward they are defenseless until the action ends. As the name suggests, it can be used as a fake for a Fat Replica Attack to bait the opponent's anti-air moves, or as a means to avoid fast projectiles. However, note that it does not increase the Power Gauge.

● Fat Replica Attack

Vanishes on the spot and attacks by body-pressing from above the opponent's head. After the body press, you will bounce to either the left or right, and you can perform an air special move before landing. You briefly become invincible a moment after performing the move, and you can specify the bounce direction with the lever before you appear high above. It is effective against opponents without invincible anti-air moves or when used reading projectiles.

● Earth Gaddem 2003

A move that strikes the opponent upward with a fist and, on hit, extends the chain sickle to attack. Because the invincibility frames end at the same time the attack becomes active, simultaneous hits are common; if the first hit connects at a high point in the air, the chain sickle may not reach. There is no difference between the weak and strong versions; its startup is such that it can be comboed from a strong attack. Primarily used as an anti-air.

It can be used for attacks, but its attack startup is slow, making it hard to hit.

● Fat Guilty

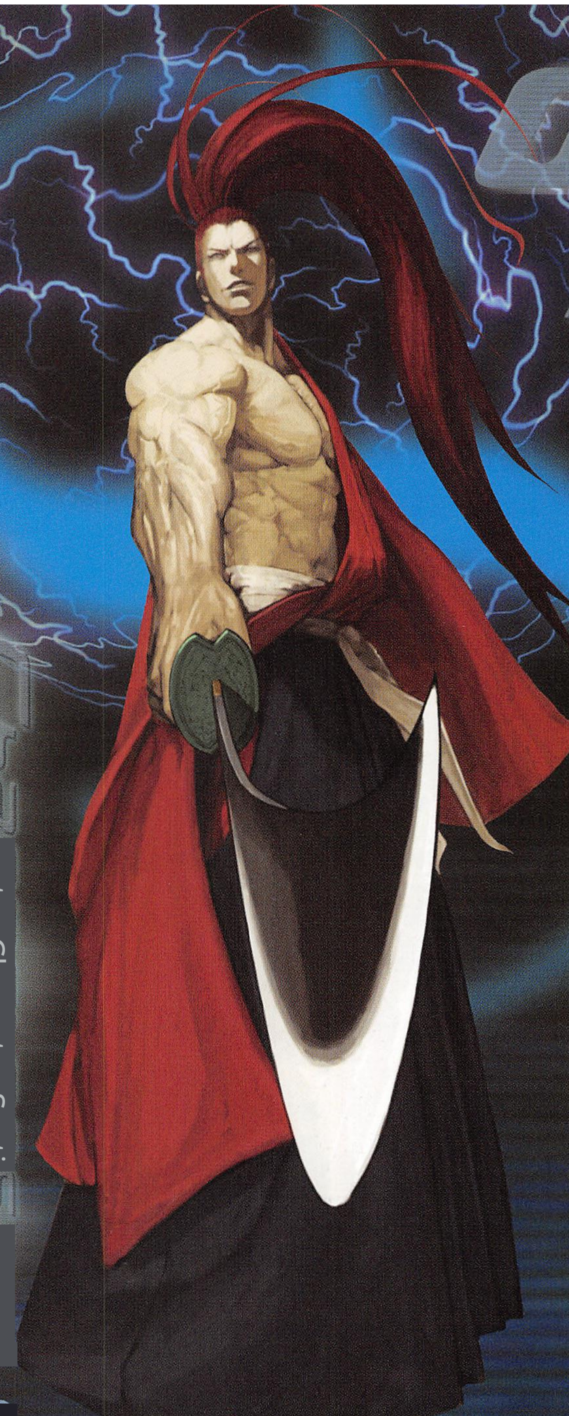
The chained sickle is a technique that brings the weapon down from off-screen above the opponent's head and is classified as a mid attack. The chained sickle automatically strikes the opponent and, on hit, lifts them upward and detonates. This move is characterized by an exceptionally long period of invulnerability at its start that continues until after the attack becomes active, but its crucial attack startup is very slow, making it extremely difficult to land after reacting to an opponent's action. It is a risky long-range gambit.

● Fat Carnival

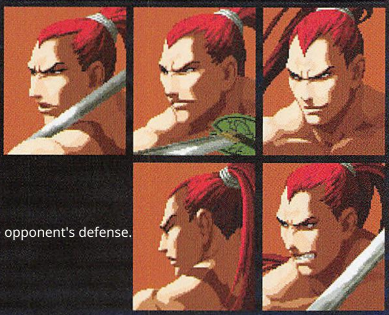
A move where, after disappearing on the spot, he charges forward with a fat chainsaw. On hit, he summons minions who join in the attack. The invincibility duration is long, but the attack's startup is slow, making it hard to connect. If it is guarded, it leaves him in a disadvantageous state.

GENJYURO KIBAGAMI

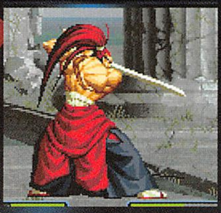
Gagami Genjurō



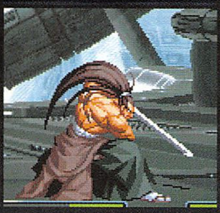
Joining from the "Samurai Shodown" series, a lone swordsman who feels nothing about killing people. He relies on many large, sweeping attacks and is not good at fine pokes or precise zoning, but his single-hit destructive power is considerable. Fight in a way that does not miss openings in the opponent's defense.



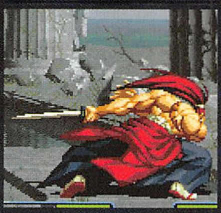
Face Pattern



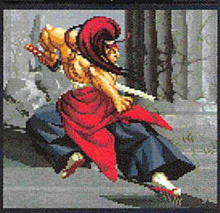
AC Button Color



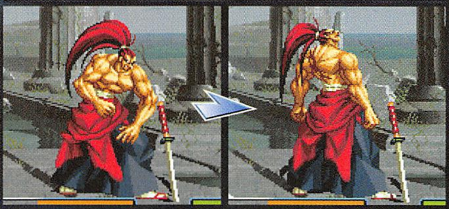
BD Button Color



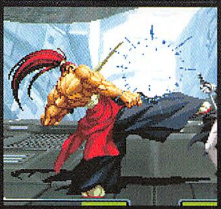
Front Step



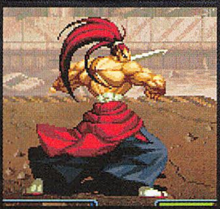
Backstep



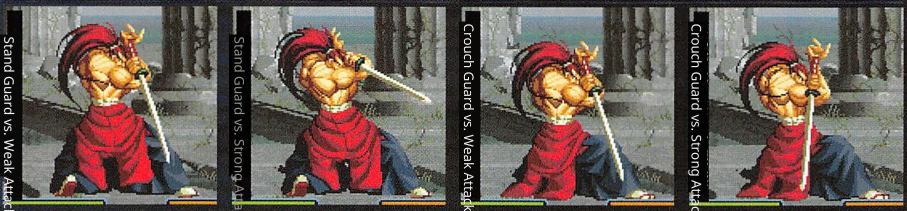
Taunt



Throw Escape



Usually throw failed



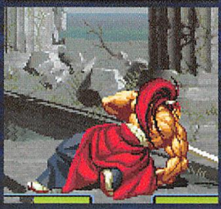
Guard

Stand Guard vs. Weak Attack

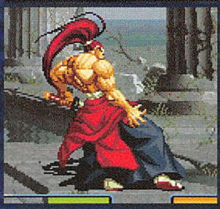
Stand Guard vs. Strong Attack

Crouch Guard vs. Weak Attack

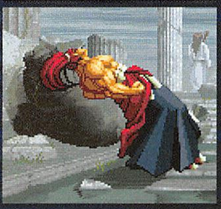
Crouch Guard vs. Strong Attack



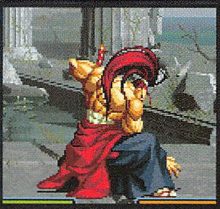
Get-up



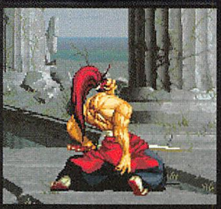
Guard Crush



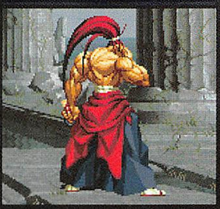
Spiral Knockback



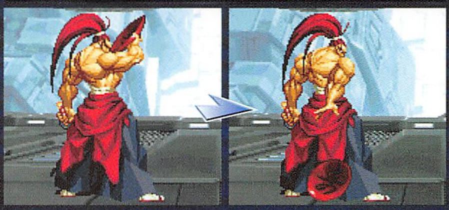
Unconscious



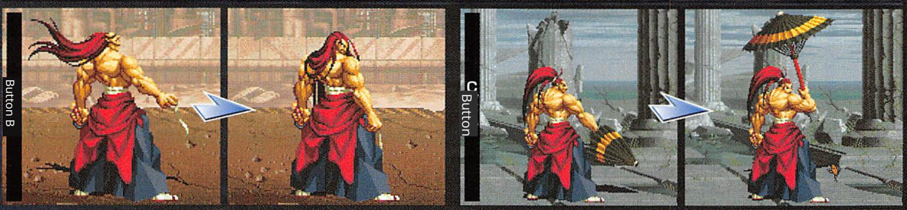
Defeated by Scrape



Loss by timeout



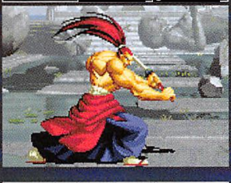
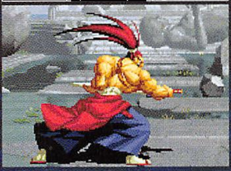
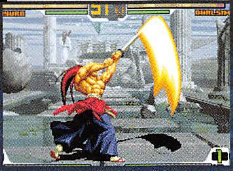
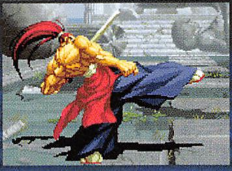
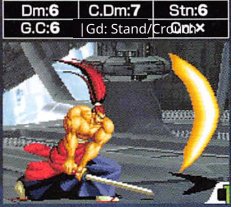
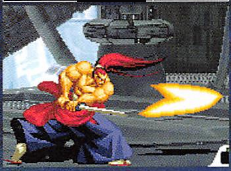
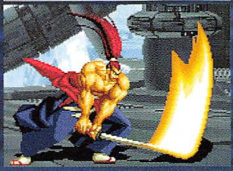
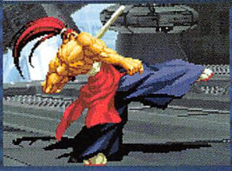
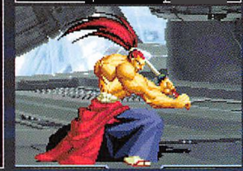
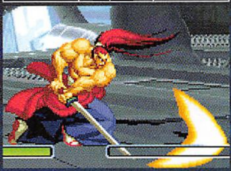
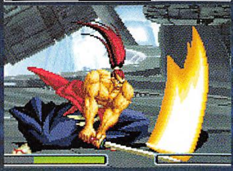
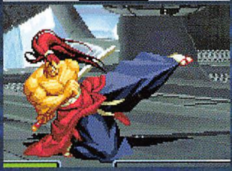
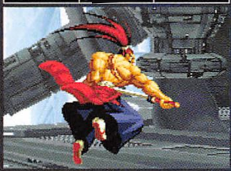
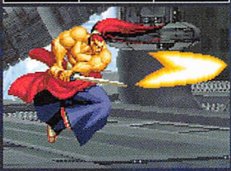
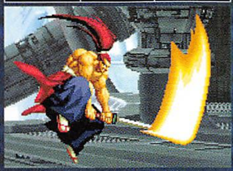
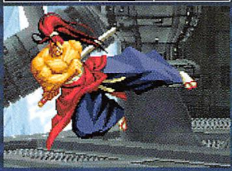
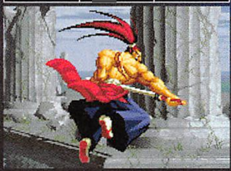
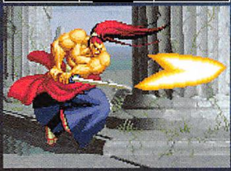
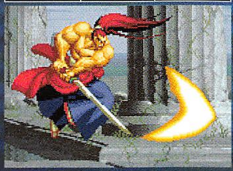
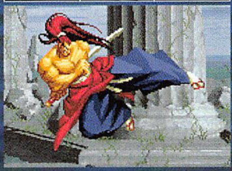
Intro Scene



Victory Pose

Button B

C Button

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing / Crouching 	Dm:11 C.Dm:12 Stn:9 G.C:11 Cn: Link Special Gd: Standing/Crouching 	Dm:14×2 C.Dm:18 Stn:14×2 G.C:14×2 Guard: Stand/Crouch Cancel: Hold→× 	Dm:10x3 C.Dm:13 Stn:10x3 G.C:10x3 Guard: Stand/Crouch Cancel: ×→ Hold→ × 
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand/Crouch Cn:× 	Dm:12 C.Dm: 13 Stn:10 G.C:12 Guard: Stand/Crouch Cancel: × 	Dm:40 C.Dm:50 Stn:36 G.C:32 Guard: Stand/Crouch Cancel: × 	Dm:10×3 C.Dm:13 Stn:10x3 G.C:10x3 Guard:Standing/Crouching Cn: x 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:Stand/Crouch Cn: Combo (Renzoku Hissatsu) 	Dm:11 C.Dm:12 Stn:9 G.C:11 Gd:Crouch Cn:× 	Dm:40 C.Dm:50 Stn:36 G.C:32 Gd: Stand/Crouch Cn:x 	Dm:18 C.Dm:27 Stn:17 G.C:16 Gd: Standing/Crouching Cn:× 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:× 	Dm:12 C.Dm:13 Stn:10 G.C:12 Gd:Stand Cn:× 	Dm:22 C.Dm: 30 Stn:22 G.C:16 Gd: Stand Cn:× 	Dm:18 C.Dm:27 Stn:16 G.C:16 Gd: Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:12 C.Dm:13 Stn:10 G.C:12 Gd: Stand Cn: hit 	Dm:22 C.Dm:30 Stn:22 G.C:16 Gd: Stand Cn: hit 	Dm:18 C.Dm:27 Stn:16 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Close-range standing A is a normal move with fast startup and cancelable. It is the only normal that can be canceled into a special move. Close-range standing C and close-range standing D are also cancelable and have fast startup, making them useful as combo starters and for linking from jump attacks. In particular, close-range standing D has a cancelable second hit, making it attractive for confirming single-hit hits.

Long-range standing A has long reach, so use it to control space in ground combat. Its upward hitbox is also strong, so it can be used to intercept distant aerial approaches. Crouching B is a long-reaching low attack that cannot be canceled. Mix it into your mid-range zoning.

Normal Jump Attacks

Vertical jump B, vertical jump C, and forward jump D have strong horizontal hitboxes, so they can be used for anti-air. Forward jump C has a sharp downward angle and can cross up, making it useful for diving-in attacks.

Throws / Special Moves / Other

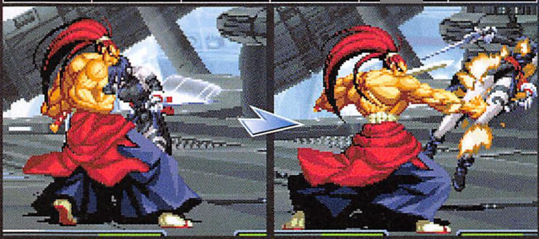
↙+C is a special move where the sword is swung upward from a crouching stance. Its startup is slow, but it has strong upward hit detection, so use it early as an anti-air. ➡+D kicks at the opponent's lower legs. It has strong hit detection and causes a knockdown on hit.

AB throws the opponent to the front, while CD throws them behind. The latter is especially valuable because it prevents the opponent from recovering with a tech.

Throw Thrust knockback

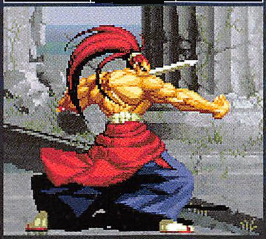
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Guard: Throw	Cn: hit



Guard Cancel Attack

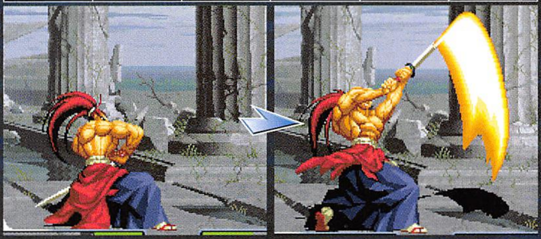
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Stand/Crouch	Cn:×



special 逆風

↙+C

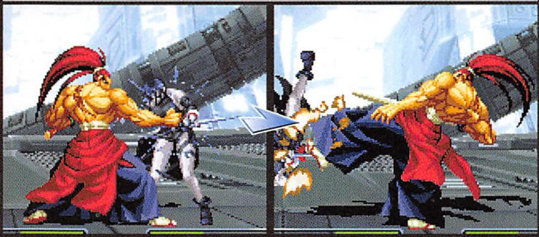
Dm:20	C.Dm:24	Stn:11	G.C:11	Gd: Standing/Crouching	Cn: Required



Throw Foot kick

Close in and press C and D simultaneously

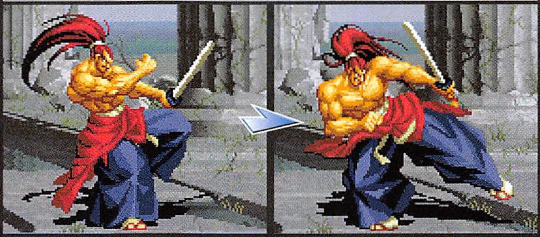
Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



special Hem sweep

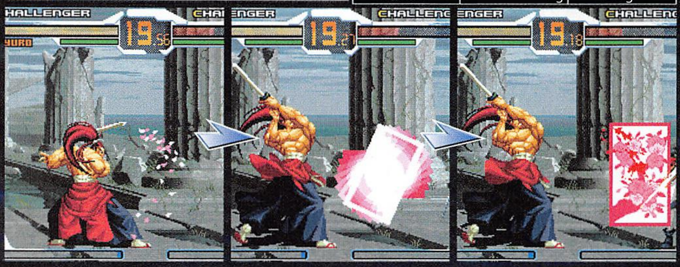
➡+D

Dm:20	C.Dm:24	Stn:20	G.C:11	Gd: crouch	Cn:必



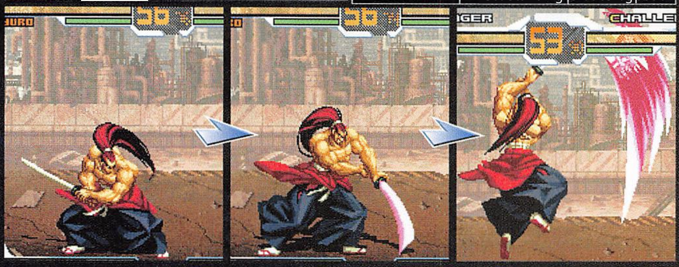
Special Move
Ouka Zan (Ouka Slash)
+AorC

Dm:18 | C.Dm:22 | Stn:11
G.C:11 | Gd: Standing/Crouching | Cn:—



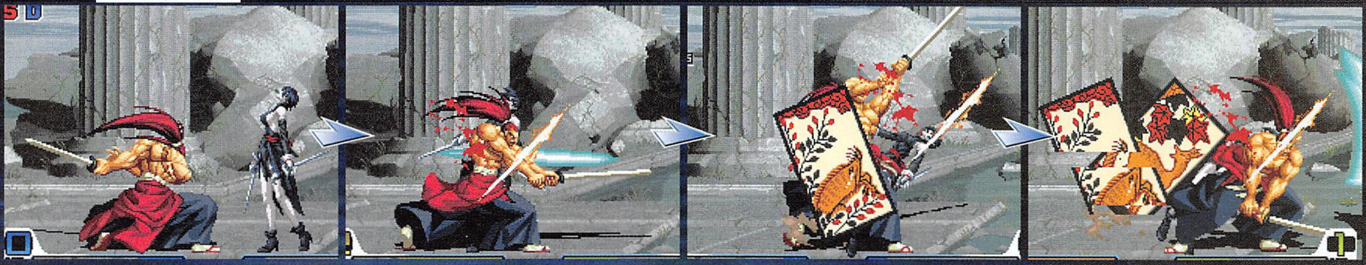
Special Move
桐覇 Winged Blade
Gold + A or C

Dm: 17x2–19x2 C.Dm: 21, 23 | Stn:11×2
G.C:11×2 | Gd: Standing/Crouching | Cn: Special



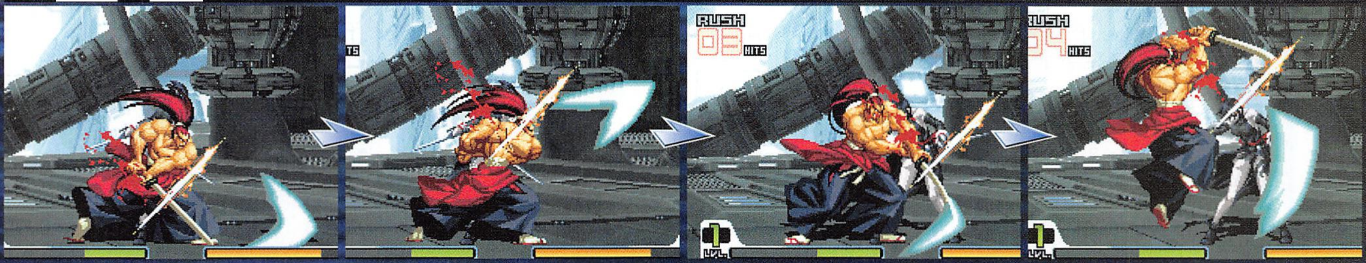
Special Moves
Triple Kill
+A or C (input 3 times consecutively)

Dm:12+12+18 | C.Dm:16, 16, 22 Stn:11, 11, 16 G.C:11, 11, 16 | Gd: Standing/Crouching | Cn: do



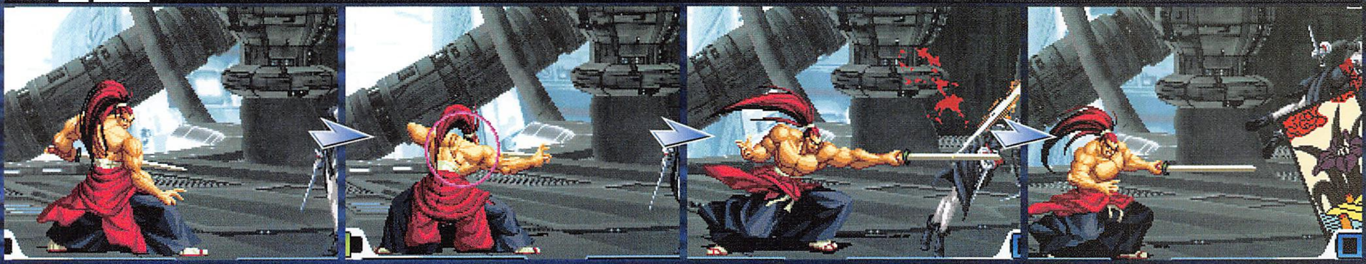
Special Move
July Hua Slash
Approach B or D

Dm:12×4 | C.Dm:14 | Stn:0 | G.C:0 | Gd: G No | Cn:—



Special Move
Yashin Totsu
◆ Gold + BorD

Dm:32 | C.Dm:36 | Stn:30 | G.C:30 | Gd: G No | Cn: do



● Ouka Slash

This is a projectile attack in which the user raises a sword and launches red hanafuda cards forward. The weak and strong versions differ in projectile speed, with the strong version being faster. It is useful as a poking move at long range, but it leaves a fairly large recovery gap, so if it clashes with an opponent's jump you can be hit one-sidedly. However, the attack hitbox itself is fairly large, making it easy to catch an opponent at the rising phase of their jump. Note that its startup is slow, so it cannot be used in combos.

● Kiriha Koyokujin

An ascending special move where the character jumps forward while swinging their sword. It has no invincibility frames at all, but its attack starts up quickly and has a wide hitbox upward, so if used early it can serve as an anti-air. Note that it is cancelable into a sweep (whiff cancel) and the first hit is

Because the opponent will not be launched (ground stagger), it is useful for

moves.

●Triple Kill

A rushing slash attack that charges forward while cutting the opponent. The weak version strikes from directly in front of the opponent, while the strong version attacks while passing through the opponent. After a hit, you can input additional commands to perform up to two follow-up attacks, but be careful because if any of them are guarded, you will almost certainly be counterattacked. Also, the second and subsequent stages can be performed from either input, so even if you pass through the opponent with the strong version, you don't need to change the command input direction.

The weak version is mainly useful in combos starting from close-range standing B or close-range standing C, or for surprising distant opponents. If timed at the tip, even if guarded, it is hard to be punished unless the opponent uses a GC Front Step.

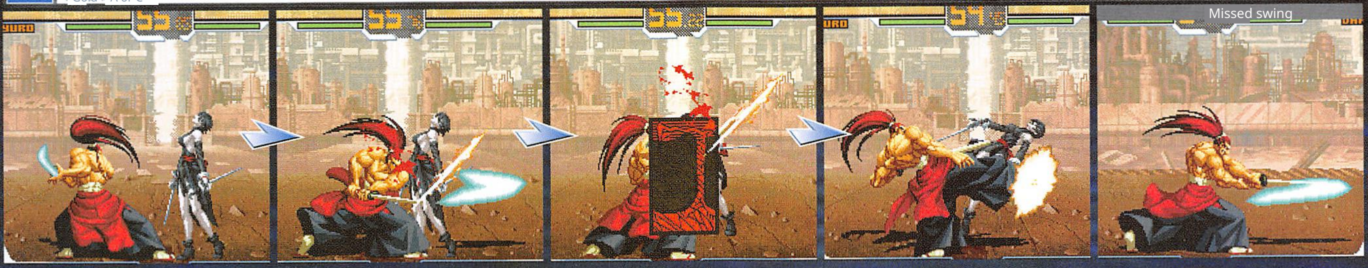
The strong version can reverse the guard direction when layered on the opponent's wake-up, confusing the opponent. Therefore, although it carries higher risk, you will want to use it for mix-ups on wake-up. Note that if it hits an opponent backed into the corner, follow-up attacks cannot be performed, so be careful.

●Gekka Slash

Continuously slashes the opponent and finishes with an attack like a radiant winged blade. This is an unblockable attack that can be performed under the same conditions as a throw. After a hit, it launches the opponent while leaving their hurtbox, making follow-up attacks possible. Also, the weak version has less recovery than the strong and is easier to follow up on, so you should generally use the weak version as your main option. It's primarily used to break the opponent's guard or to incorporate into combos from close-range standi

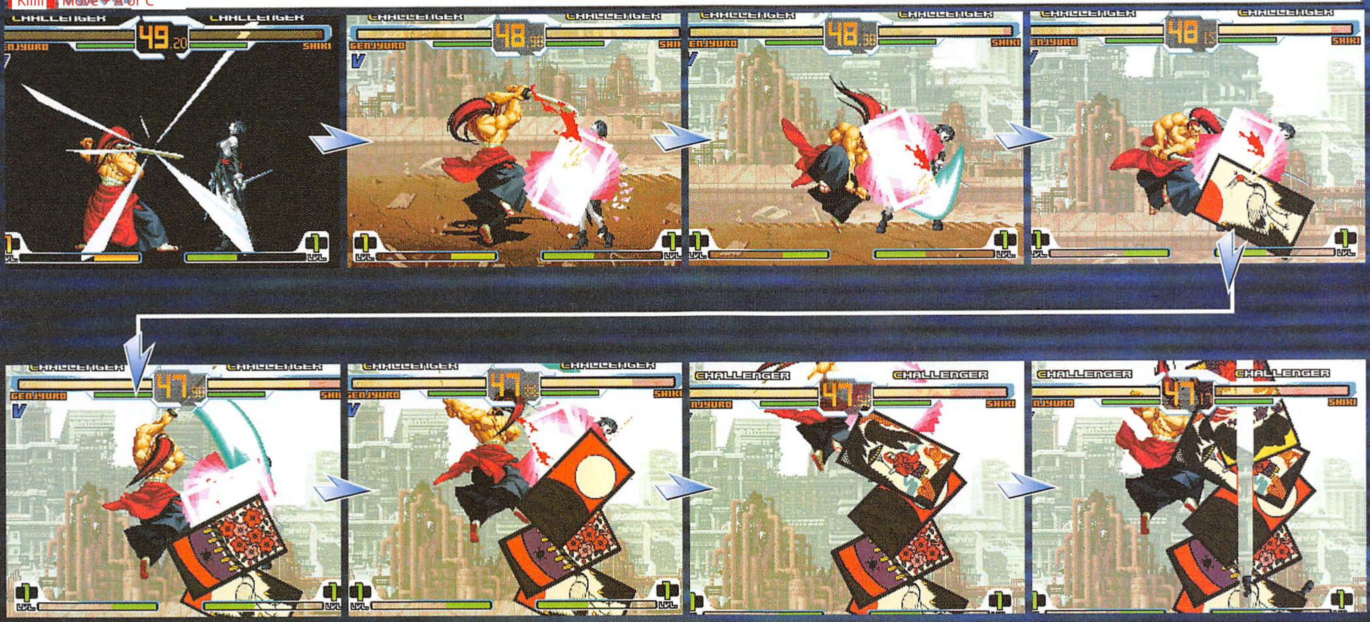
| Special Move | Hyakki Kill | Gold + A or C

Dm:0+13×3 | C.Dm:0、13 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn: do



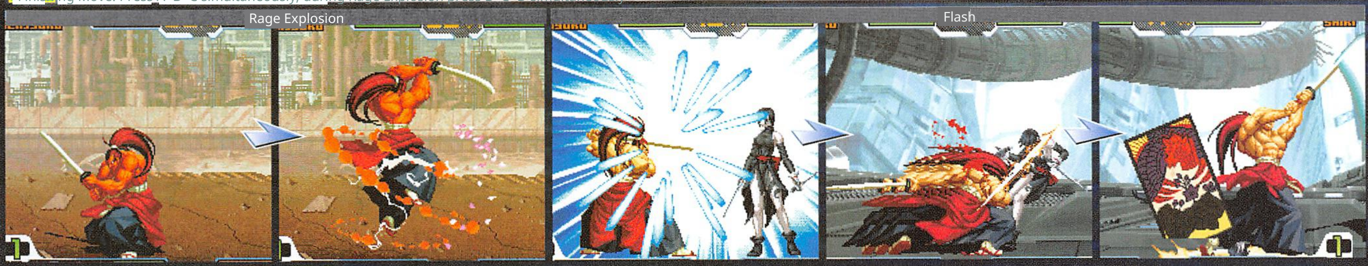
Super Ultimate Five Lights
Killing Move + A or C

Dm:0+13×5 | C.Dm:0、13 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn: —



Super Must Rage Explosion / Flash
Finishing Move: Press A+B+C simultaneously; during Rage Explosion press B+C+D simultaneously

Dm:32、112 | C.Dm:36、120 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn: —



● Kiba God Charge

He pulls back and winds up big, then thrusts forward with all his might in this special move. Its startup is extremely slow, but it is unblockable, so use it after Hyakki-kill (百鬼殺) when the opponent cannot tech roll; layering it on the opponent's wakeup makes it easier to hit. If you hold the attack button after inputting the command, you can shift the timing of the attack's hit; however, holding the button does not change the damage at all.

● Hyakki-kill

A special move where he advances and slashes twice with the weak version and five times with the strong version. On hit, he lifts the opponent and impales them on his sword. The weak version has fast startup and connects in succession even from weak attacks. Its hitbox is strong and has relatively small recovery, so it's useful as a follow-up after Gekkazans (月華斬) or to finish combos that use WhereKi (どこキ) and jumps. It's also helpful for poking in ground combat. The strong version has slower st

● Back Five-Light

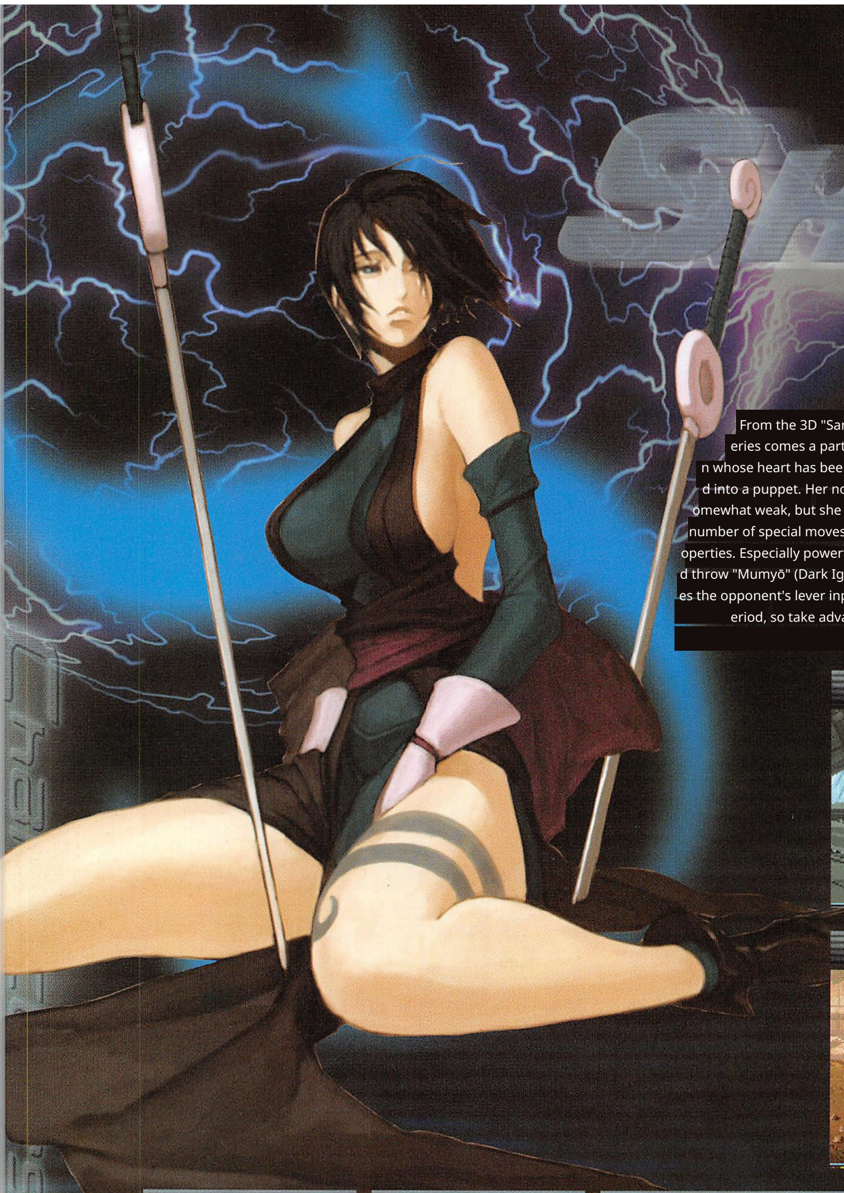
A super special move where, while jumping and raising his sword, he simultaneously spawns hanafuda cards in front of him. If the cards hit, they lock the opponent and toss them into the air, where they are cut five times and slammed into the ground. The invincibility lasts until just before the attack comes out, but afterward the opponent can only hit around knee-to-ankle height, so there is virtually no hitbox. Use it as an early anti-air or as a follow-up from a weak Gekkazans. Note that on hit it causes a knockdown from which the opponent cannot tech roll.

● Rage Eruption

He attacks with the sword while jumping. Its invincibility and startup are much the same as Back Five-Light, and because the command is simple and it deals damage even on trade, it's an excellent move for quick anti-air or interrupting. Using this attack causes Genjurou (幻十郎) to turn red and enter an enraged state for a limited time.

● Issen

He rushes forward while holding his sword and, if it hits, follows through with a slash. This can only be performed in the enraged state. The invincibility ends at the same time the attack becomes active, but because it deals large damage even on trade, it can be used on wakeup or as an interrupt. Also, during the dash there is no hurtbox except at his feet, so he can pass under projectiles traveling through the air and still land the hit.

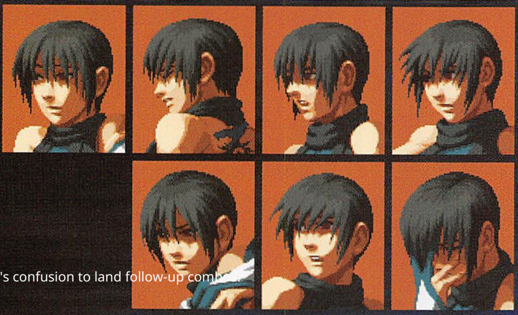


SHIKI

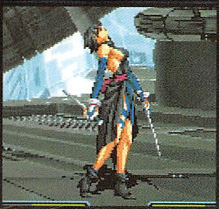
Color

From the 3D "Samurai Shodown" series comes a participation: a woman whose heart has been taken and turned into a puppet. Her normal attacks are somewhat weak, but she possesses a large number of special moves with excellent properties. Especially powerful is her command throw "Mumyō" (Dark Ignorance). It reverses the opponent's lever inputs for a certain period, so take advantage of the opponent's confusion to land follow-up comb

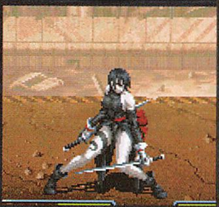
Face Pattern



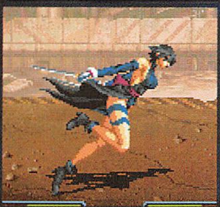
AC Button Color



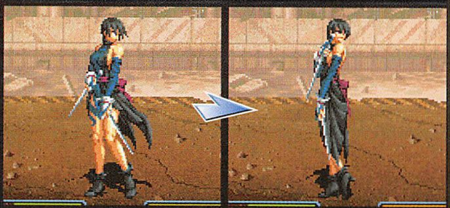
B·D Button Color



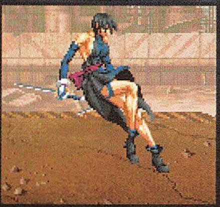
Front Step



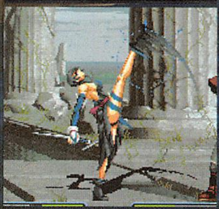
Taunt



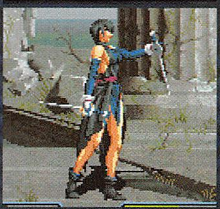
Backstep



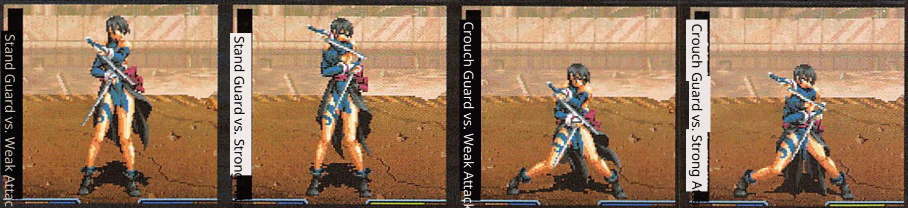
Throw Escape



Usually throw failed



Guard



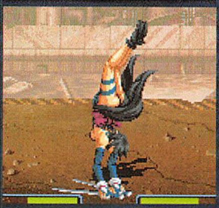
Stand Guard vs. Weak Attack

Stand Guard vs. Stron

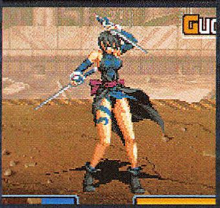
Crouch Guard vs. Weak Attack

Crouch Guard vs. Strong A

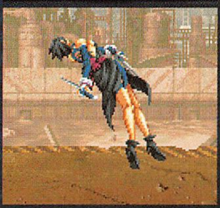
Get-up



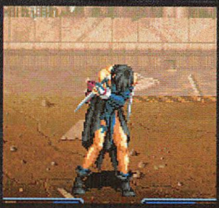
Guard Crush



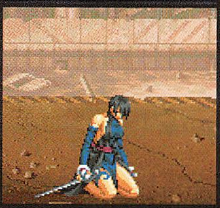
Spiral Knockback



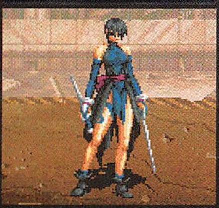
Stun



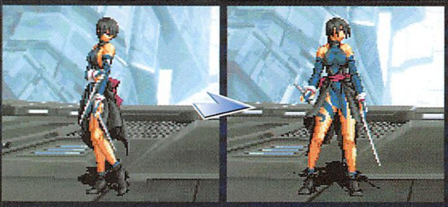
Defeated by Scrape



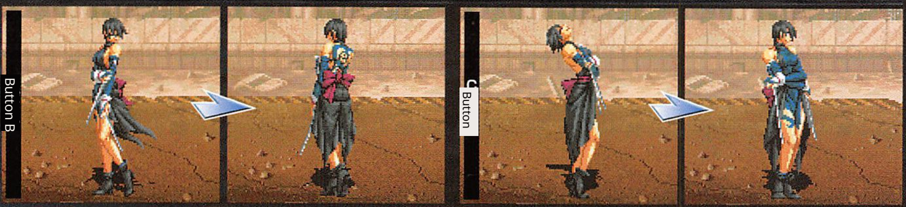
Loss by timeout



Intro Scene

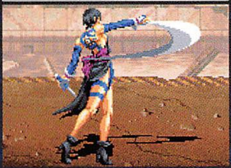
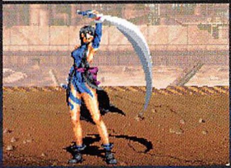
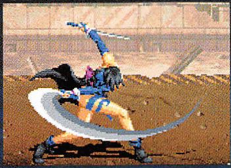
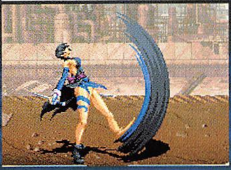
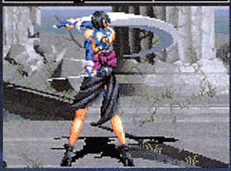
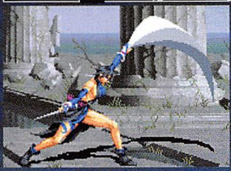
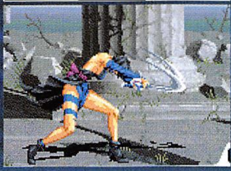
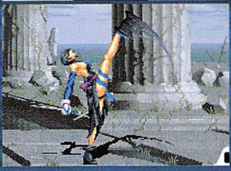
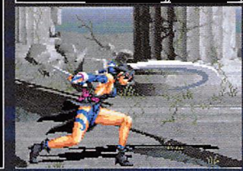
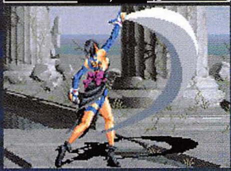
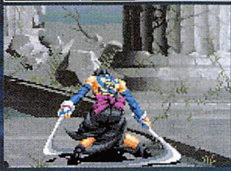
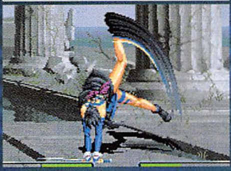
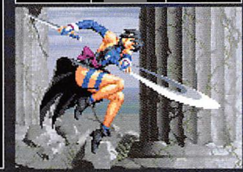
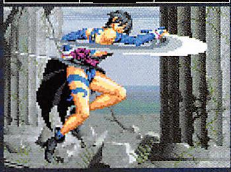
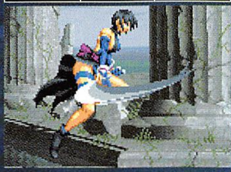
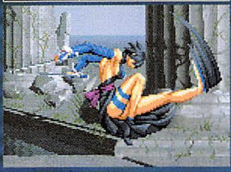
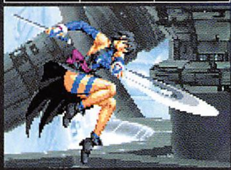
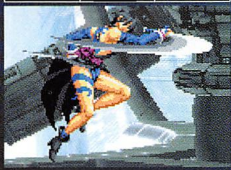
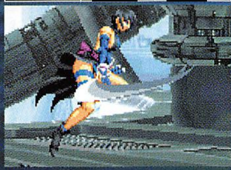
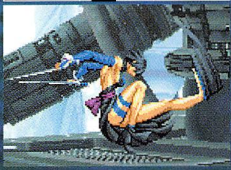


Victory Pose



Button B

C Button

	A button	Button B	C button	D button
Close-range standing attack	Dm:4 C.Dm:5 Stn:4 G.C:4 |Gd: Standing/Crouching Cn: Continuou 	Dm:5 C.Dm:6 Stn:5 G.C:5 |Gd: Standing/Crouching Cn: Continuous Guard Cancel 	Dm:11 ×2 C.Dm:18 Stn:11 ×2 G.C:11×2 Gd: standing/crouching Cn: special→super 	Dm:20 C.Dm:30 Stn:20 G.C:16 Gd: Stand Cn:× 
Long-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 |Gd:Stand/Crouch Cn: special 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Standing/Crouching Cn: x 	Dm:25 C.Dm:33 Stn:25 G.C:20 Gd: Standing/Crouching Cn:× 	Dm:20 C.Dm: 30 Stn:20 G.C:16 |Gd: Standing/Crouching Cn:× 
Crouching attacks	Dm:4 C.Dm:5 Stn:4 G.C:4 Gd: standing/crouching Cn: Combo (Renzoku Hissatsu) 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing/Crouching Cn: special 	Dm:20 C.Dm: 30 Stn:20 G.C:16 Gd: Crouch Cn:× 	Dm:20 C.Dm:30 Stn:20 G.C:16 Gd: Standing/Crouching Cn:必 
Vertical jump attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Stand Cn:× 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:× 	Dm:20 |C.Dm: 30 Stn:20 G.C:16 Gd: Stand Cn: special 	Dm:20 C.Dm: 30 Stn:20 G.C:16 Gd: Stand Cn:必 
Diagonal jump attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Stand Cn: x 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:× 	Dm:20 |C.Dm: 30 Stn:20 G.C:16 Gd: Stand Cn: Required 	Dm:20 C.Dm:30 Stn:20 G.C:16 Gd: Stand Cn:必 

Ground normal moves

Although far-distance standing B has weak hit detection, its long reach makes it useful for poking. Far-distance standing C has somewhat slow startup, but its hitbox is strong and it becomes advantageous when guarded, making it a solid poking move. If you place the tip correctly, it's easy to use because you're less likely to be punished even if the opponent does a GC Front Step. Crouching A has decent reach and serves as a main move for both poking and starting combos. Crouching C is a low that knocks down and, even when guarded, only leaves a slight disadvantage, so it has little recovery vulnerability. Crouching D has strong active frames at the end of the move and is effectiv

In close combat, in addition to the aforementioned crouching A, use close-range standing C. The first hit can be canceled into a special, and the second hit into a super, making it a staple for combos. Close-range standing D cannot be canceled, but as a mids attack it is advantageous even when guarded, making it useful for breaking guards.

Normal Jump Attacks

Jump C+D has strong hit detection and is effective for forward dive-ins. Also, it is cancelable, so it can link into a descent special. Vertical jump C is good to use for air-to-air encounters.

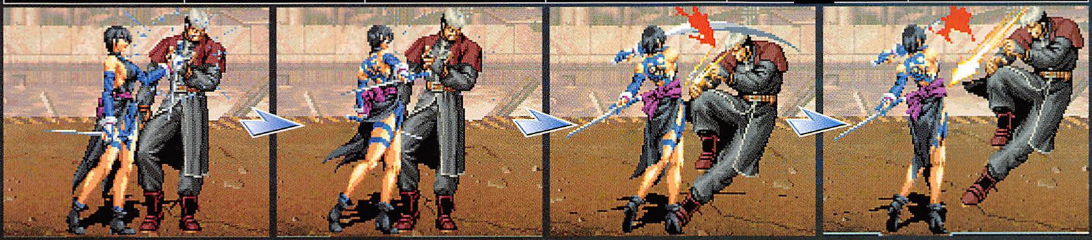
Throws / Special Moves / Other

AB throw is a forward-facing throw, while CD throw is a throw performed toward the rear; the opponent can recover with a tech. Because there are command throws, their usage frequency is low. Guard Cancel attacks have excellent reach and remain advantageous even when blocked, making them high-p

Throw [Is No

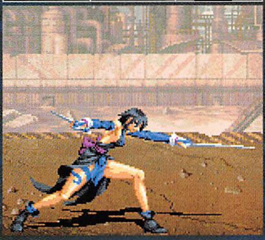
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Guard: Throw	Cn:×



Guard Cancel Attack

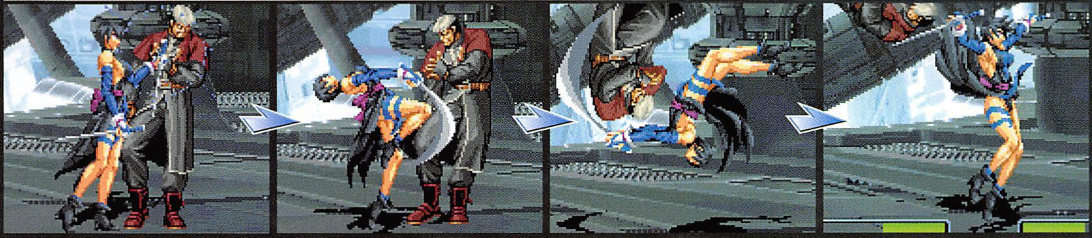
Dm:0	C.Dm:0	Stn:0
G.C:0	Guard: Stand/Crouch	



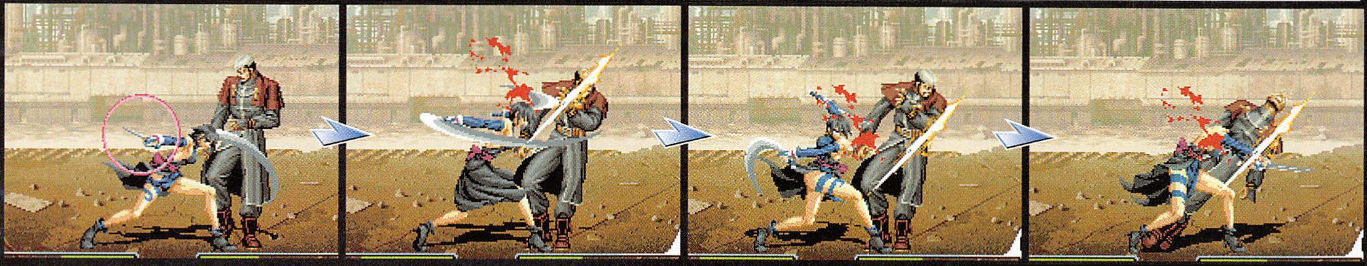
投げ |Void

Close in and press C and D simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Guard: Throw	Cn:×

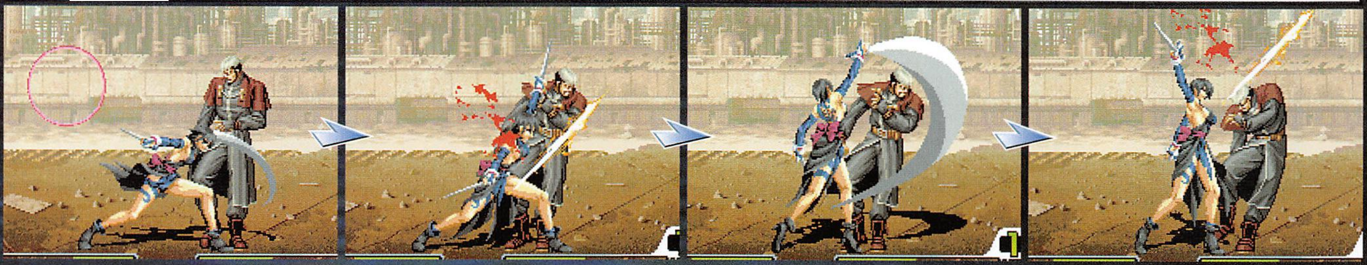


|Special Move | Ren'ne Giri · Reincarnation
+ A·A·A·A
Dm:16×5 | C.Dm:20 | Stn: 13×5 | G.C:4×5 | Gd: Standing/Crouching | Cn:※

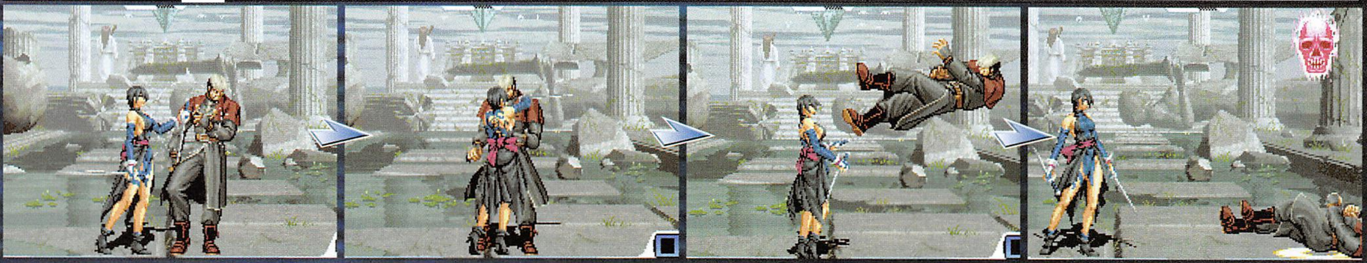


*The first hit can be canceled into a special move; the 2nd–3rd hits can onl

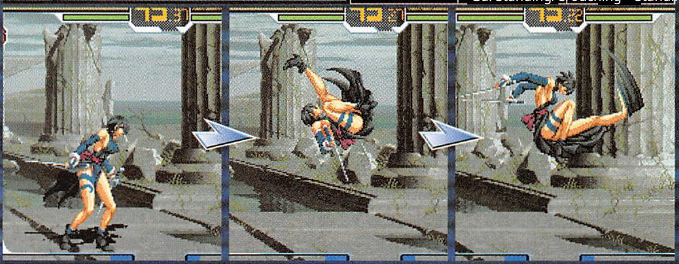
| Special Move [Renegi Slash · Rebirth
+ B·B·B·B
Dm:13×4 | C.Dm:16 | Stn: 13×4 | G.C:4×4 | Gd: Standing/Crouching | Cn:—



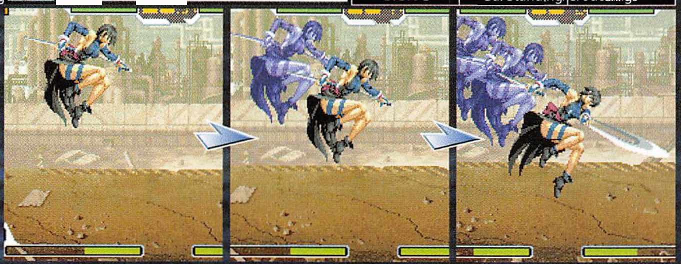
"Special Mumyō (Ignorance)
Approach D
Dm:36 | C.Dm:36 | Stn:0 | G.C:0 | Gd:throw | Cn:—



|Special Move Meika (Dark Blossom)
+BorD
Dm:22·24 | C.Dm:25·25 | Stn:22
G.C:22 | Gd: Standing/Crouching: Standing | Cn: do



|Special Move Kōrin (Advent/Descend)
In air + D
Dm:20 | C.Dm:26 | Stn:8
G.C:13 | Gd: Standing/Crouching | Cn: no



● Renreiburi Slash · Reincarnation

Additional input-based successive slashes. The 2nd hit is a two-part attack, and if the 4th hit lands it can force a knockdown. The 1st hit is a special move, and the 2nd–3rd hits can be canceled into a super move, making it easy to use in combos. The 3rd hit has short reach and tends to whiff at long distances, so generally you should cancel into the second hit's second part to link into Tenma Hazyun (Tenma Hakyūn) or Shikajuu (color curse). Note that this move deals more damage than the later "Ren'ne Giri / Tensei," but you can be punished if you stop it at any point.

[redacted]

● Ren'ne Giri — Tensei

A move in the same family as Ren'ne Giri / Rinne; this version launches the opponent into a juggleable state if the 4th hit connects. You cannot cancel during the sequence, so on hit you should always follow through to the 4th hit. Also, the 4th hit leaves little recovery even if guarded.

● Mumyo

A command grab that captures the opponent, kisses them, and places a curse. It has a relatively long grab range; after this move connects a skull floats above the opponent's head for about 10 seconds (not the in-game timer), during which their lever inputs are reversed (up/down and left/right). This state ends after a set time passes, you land a hit on the opponent, or you are hit by the opponent. The grab's active frames are slow to start, but there is brief strike invulnerability at the very beginning; immediately after activation and before the grab becomes active there is no grabable window.

● Meika

The character makes a small forward leap and performs a heel drop. The weak version has fast startup and chains into consecutive hits from strong attacks. The strong version has slower st

● Korin

[redacted]

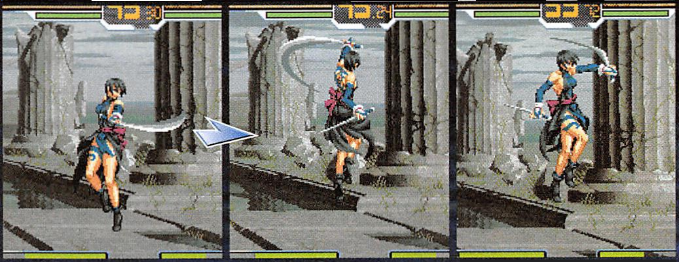
A high-speed downward dive rush. The attack is performed after closing in on the opponent, so from long range you often land without attacking. Although an aerial attack, its hitbox is not mid—opponents can crouch-block it. The weak/strong difference is the dash distance, with the weak version traveling in a sharper angle. Cancel into it from a jump attack or use the weak version at long range to build meter.

Special Move Tenpou-rin

+A or C (usable in the air)

Dm:20·18×2(16×4) C.Dm:22·20(18) Stn:11(8)

G.C:11·11×2(12×4) Gd: Standing/Crouching Cn: do (-)

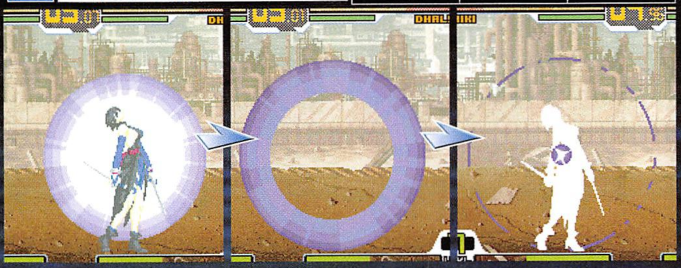


Special Move Setsuna

+AorBorCorD

Dm:0 C.Dm:0 Stn:0

G.C:0 Gd:— Cn: do



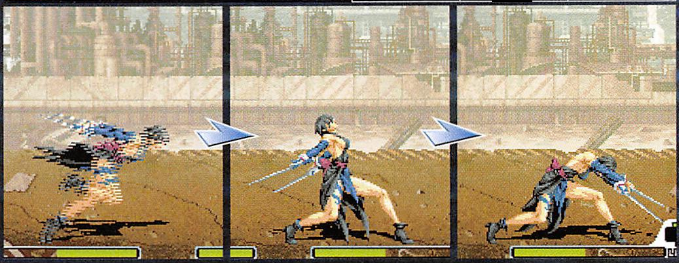
※Values in parentheses are data when performed in the air

Special Move 1 Ro-batsu

+AorC

Dm:20 C.Dm:24 Stn:11

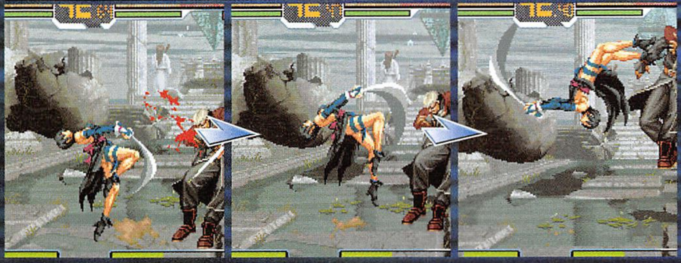
G.C:11 Gd: crouch Cn:ど／SC



"Special Move" "Inside BorD"

Dm:16 C.Dm: 20 Stn:8

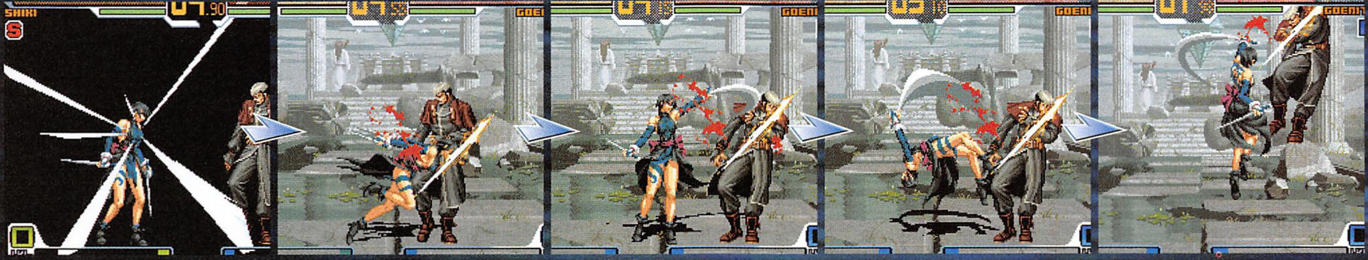
G.C:13 Gd: Standing/Crouching Cn:—



"Super Special Tenma Basyun"

Finishing Move +AorC

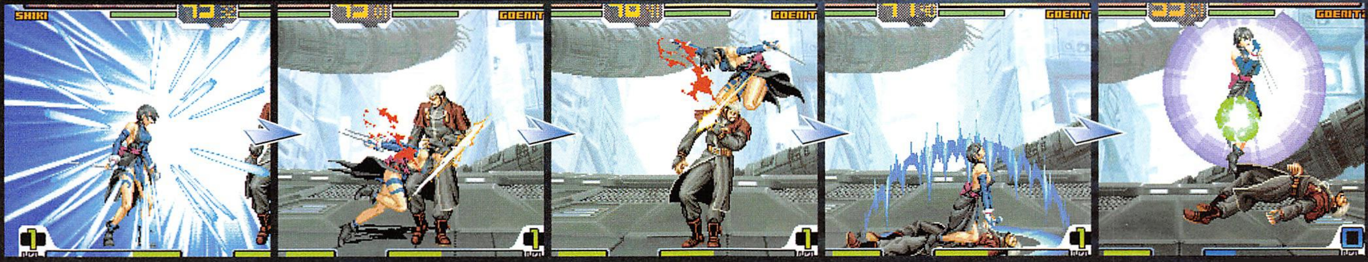
Dm:0+3×11+27×3 C.Dm:0, 3, 27 | Stn:0 G.C:0 Gd: Standing/Crouching Cn:—



EXCEED "Color Curse"

"Gold Number + BD pressed simultaneously"

Dm:0+17×6 C.Dm:17 Stn:0 G.C:0 Gd: Standing/Crouching Cn:—



Recovers 32 of the user's health

● Heavenly Roar Wheel

A special move in which the character swings the sword and rises straight upward. It has fast startup and can be used in combos even from a light attack. The light version is a single-hit move and is invulnerable from just after the attack hitbox appears until just before the upward leap; the strong version can hit up to twice and its invincibility continues after the leap, which is good, but its landing recovery is somewhat long. It is an excellent move for knocking down an opponent’s jumping attack. Note that the airborne version has no invincibility frames for either the light or strong version. • Setsuna

A movement technique that emits light and disappears from its current position, instantly reappearing at another location. Although there is recovery at the end, it becomes invincible the moment it is executed, making it useful for avoiding wake-up pressure and escaping from the edge of the screen. The button determines the reappearance position: A moves forward, B moves backward by about two-fifths of the screen, C moves forward, D appears approximately 5/4 of the screen behind (moved toward the rear of the screen by about 5/4).

●Exorcism

This is a low-bodied advancing low attack; even if it is guarded, its recovery gap is relatively small. While moving, the upper body is invulnerable, and it can be super-cancelled. The weak and strong versions differ in travel distance: the weak version advances about half the screen, while the strong version moves roughly three-quarters. Use it as a surprise from mid-range or to counter the opponent’s projectiles.

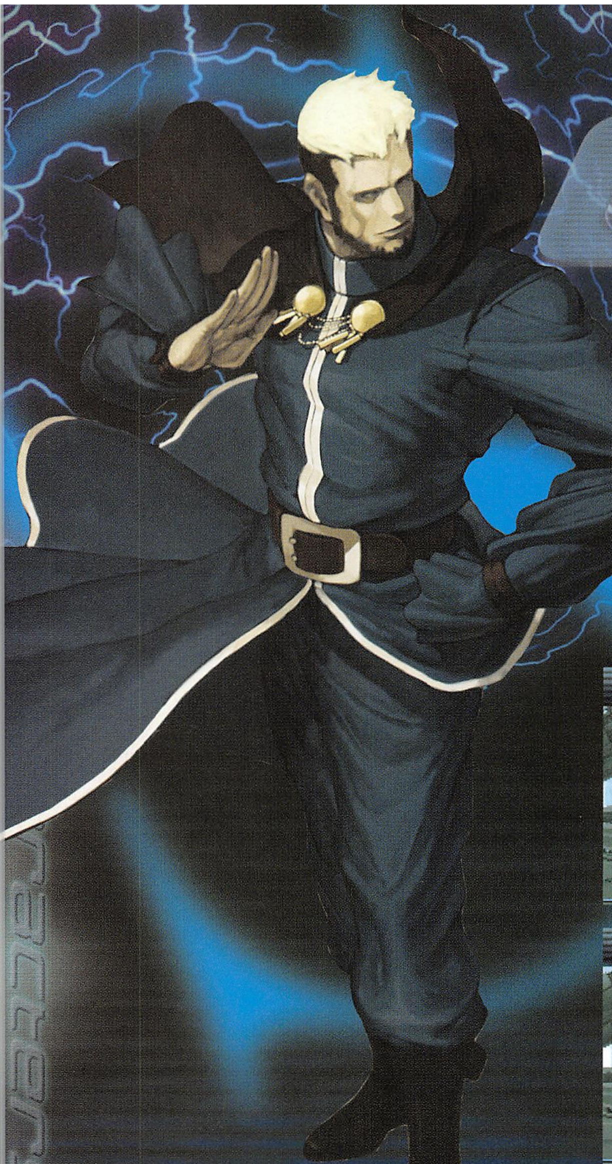
●Shizuku-kari

Additional attacks following "Rofu". It hits consecutively from "Shizukari" but has large recovery; if the opponent techs the fall when it is finished near the screen edge, some characters can punish you. ● Tenma Haju

After charging forward, a barrage-type flash attack in the Rokku style that delivers countless slashes. Appears on page 061

Invulnerable from the start until just before the attack hitbox appears, but the Rumble does not activate on mutual hits. Even after invulnerability ends, there is no hit detection except at the feet, so it can pass through projectiles; additionally, if released early it functions as an anti-air. Its startup is fast, and if used at point-blank range it can consecutively hit even from a light attack, making it valuable in combos. By the way, the difference between the weak and strong versions is travel distance: the weak advances about half the screen, while the strong advances about three-quarters of the screen. ●Color Curse

The basic properties and intended use are the same as Tenma Hazun, but this one has even faster startup, charges from one end of the screen to the other, and has less guard recovery. Furthermore, on hit it restores about one-third of one body gauge of health meter.

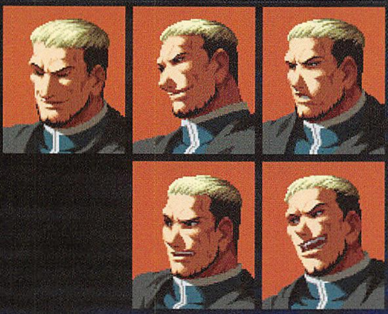


Ge-Nitz

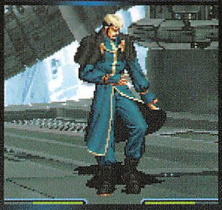
GOENITZ

One of the Four Heavenly Kings of Orochi and nicknamed the “Raging Wind,” he is the final boss of KOF '96. Each of his moves has a clear purpose; if you fight cen り、 tered on his excellent zoning and anti-air interception, you can keep opponents at bay and win. The key to victory is using the move appropriate to the situation—nothing more, nothing less.

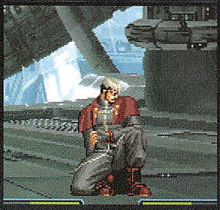
Face Pattern



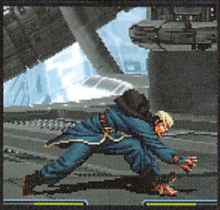
AC Button Color



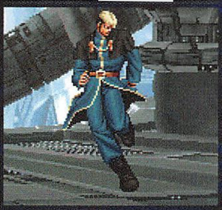
BD Button Color



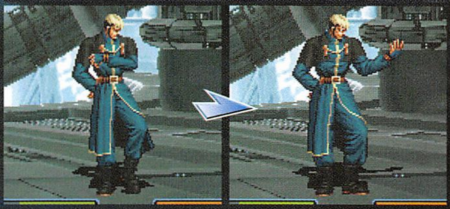
Front Step



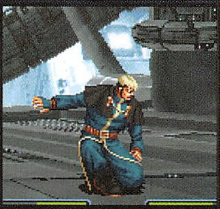
Backstep



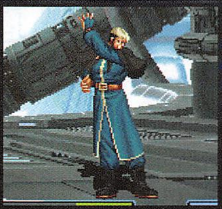
Taunt



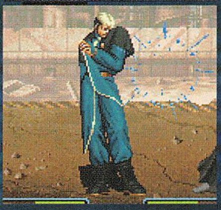
Get-up



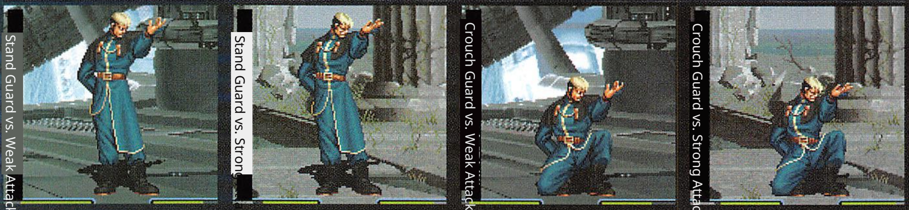
Guard Crush



Throw Escape



Guard



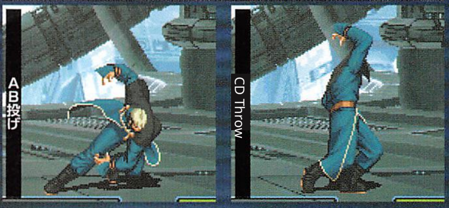
Stand Guard vs. Weak Attack

Stand Guard vs. Strong

Crouch Guard vs. Weak Attack

Crouch Guard vs. Strong Attack

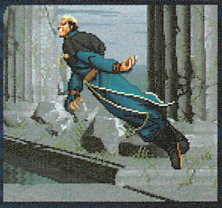
Usually throw failed



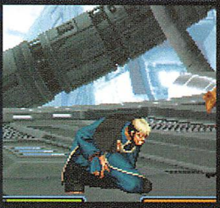
AB投げ

CD Throw

Spiral Knockback

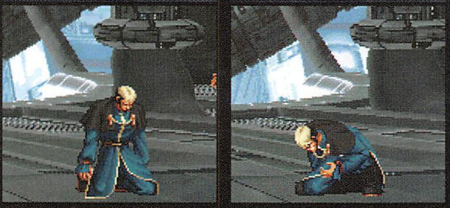


Stun

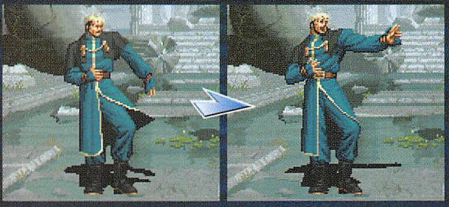


ケ Countered by displacement (loss when shifted)

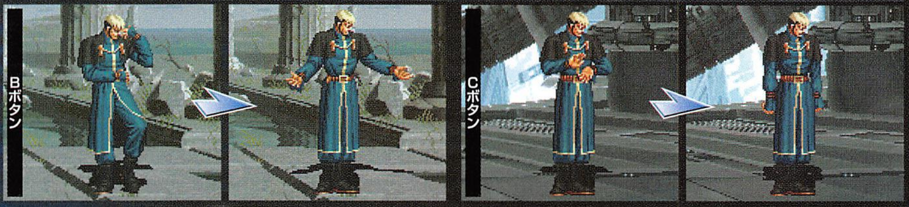
Loss by time out



Intro Scene

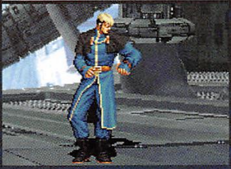
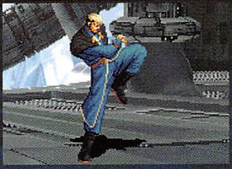
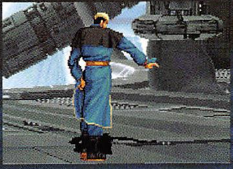
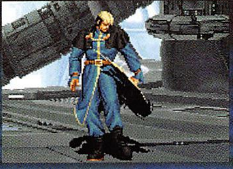
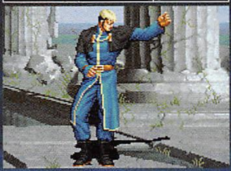
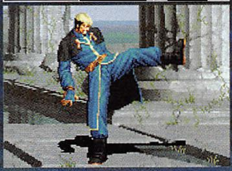
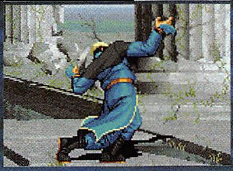
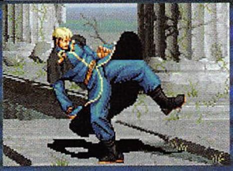
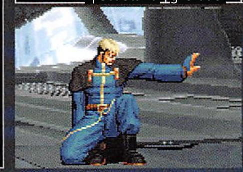
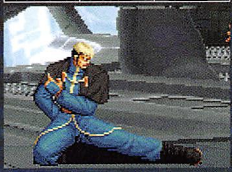
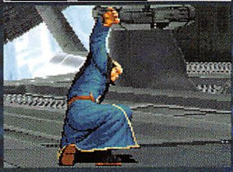
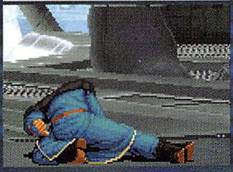
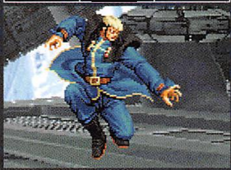
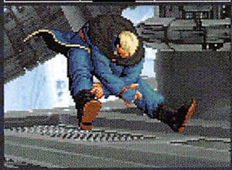
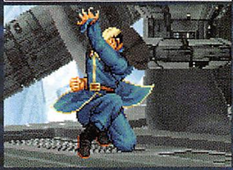
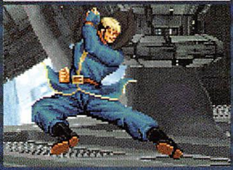
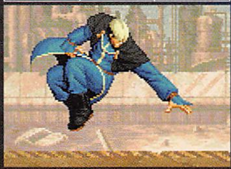
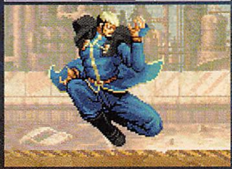
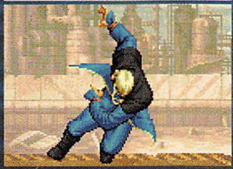
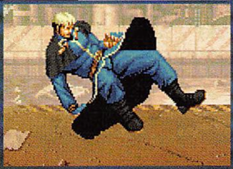


Victory Pose



Bボタン

Cボタン

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing/Crouching Cn: × 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing/Crouching Cn: Guaranteed Followup 	Dm:19 C.Dm: 30 Stn: 19 G.C:16 Gd: Stand/Crouch Cn: Special 	Dm:19 C.Dm:30 Stn: 19 G.C:16 Gd: Standing/Crouching Cn: Special 
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Standing/Crouching Cn:× 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Standing/Crouching 	Dm:11×2 C.Dm:16 Stn:11×2 G.C:10×2 Gd: standing/crouching Cn:× 	Dm: 19x2 C.Dm: 30 Stn: 19x2 G.C: 16×2 Gd: Standing/Crouching Cn: x 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing/Crouching Cn: Continuous Guard Cancel 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: crouch Cn: consecutive 	Dm: 17 C.Dm: 18 Stn: 16 G.C: 16 Gd: Standing/Crouching Cn: Special 	Dm:19 C.Dm: 30 Stn:19 G.C:16 Gd: Crouch Cn:× 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Standing Cn: x 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:19 C.Dm: 30 Stn:19 G.C:16 Gd: Stand Cn:× 	Dm:19 C.Dm: 30 Stn:19 G.C:16 Gd: Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:6 C.Dm: 7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:19 C.Dm: 30 Stn:19 G.C:16 Gd: Standing Cn: hit 	Dm: 10×2 C.Dm: 15 Stn: 10×2 G.C: 10×2 Guard: Stand Counter: x 

Ground normal moves

Close standing C is the fastest among all normal moves and is an exceptional move that leaves the user highly advantaged after the action. Its recognition range for being considered a close-range move is wide, and after a close-range hit into a crouching D can become a combo. Close standing D has slower startup, but it does not produce hit stop on the user's side, allowing it to cancel into a special move sooner as a trade-off. Far standing C is a large swing, but if you force the opponent to block up to the second hit, its recovery is fairly small. Far standing D has a strong upward hit just after the attack becomes active (first hit), making it excellent as an anti-air. The latter part (second hit) avoids the opponent's leg sweep and still hits, so it's useful for zoning. It also leaves you

Normal Jump Attacks

Jump D is the main jump-in attack. It uses the same animation as far standing D, produces two attack hitboxes, and the duration of the second hitbox is very long. Even if performed on the ascent, the attack continues until almost landing. Jump B and Jump C are easy to set up as cross-up attacks and are useful for disturbing the opponent's guard.

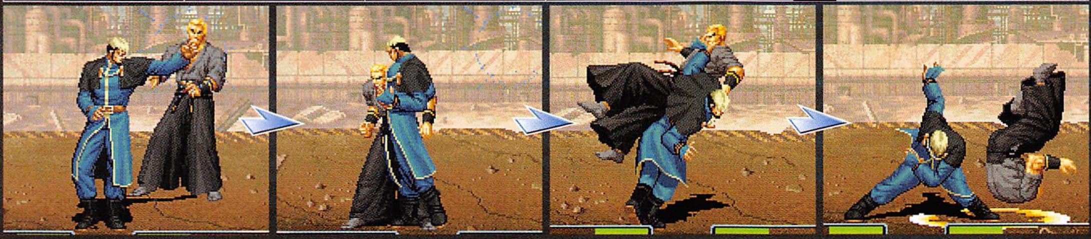
Throws / Special Moves / Other

Both normal throws do not allow the opponent to recover to their feet. The timing window for teching out of throws is unusual: for the AB throw, a throw escape is possible for a brief moment even before the throw slams the opponent down. For the CD throw, the tech window only begins after the opponent is scooped up, making it easier to be teched

Throw M3MY HO MOH (meinomon)

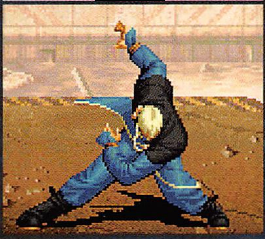
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Guard: Throw	Cn: hit



Guard Cancel Attack

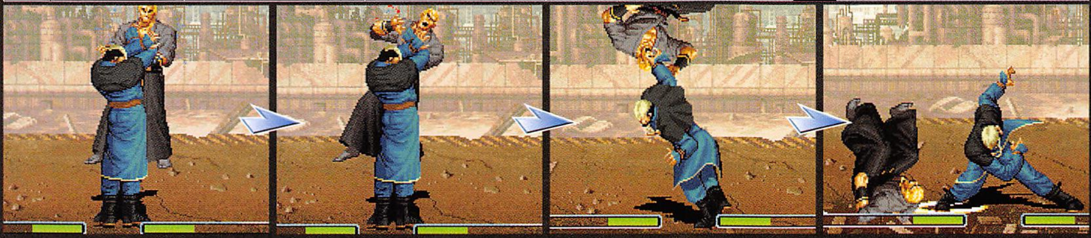
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Standing/Crouching	Cn:×



Throw ICOKALYCALY (soukatsusatsu)

Close in and press C and D simultaneously

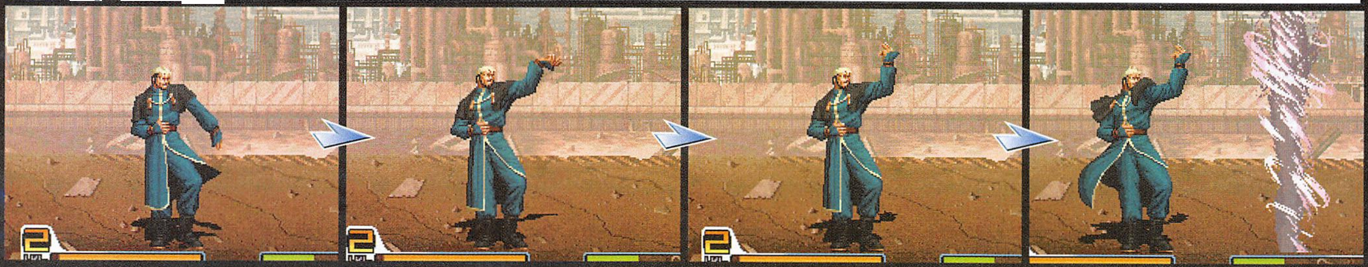
Dm:3×n	C.Dm:3	Stn:0	G.C:0	Guard: Throw	Cn:×



|Special ĒHOKA33 (vokaze)

Keigou + A or B or C or D

Dm:16(17) | C.Dm:20(21) | Stn:0 | G.C:4 | Gd: Standing/Crouching | Cn: do

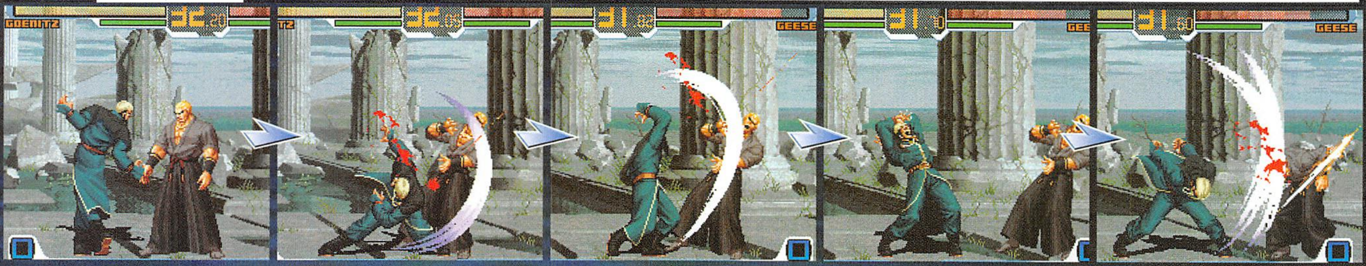


※The data inside parentheses are the values when executed

"Special CHAONXAHAC3MPAH (shinaoi hanaseiran)

+A or C (input 3 times consecutively)

Dm:11+11+14 | C.Dm:13, 13, 16 | Stn:0, 0, 10 | G.C: 4, 4, 8 | Gd: Standing/Crouching | Cn: do

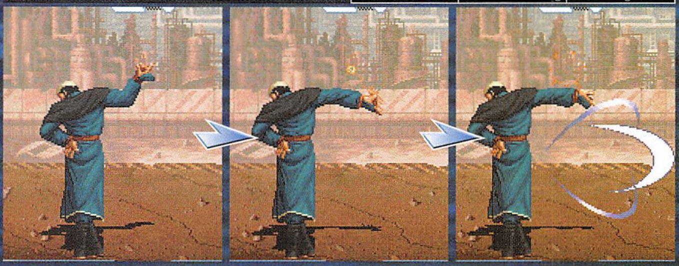


Special Move |BAHTETOKO6YC3 (Wanhyō Tokobuse)

+A

Dm:14×5 | C.Dm: 16 | Stn: 6×5

G.C:6×5 | Gd: Standing/Crouching | Cn: ???

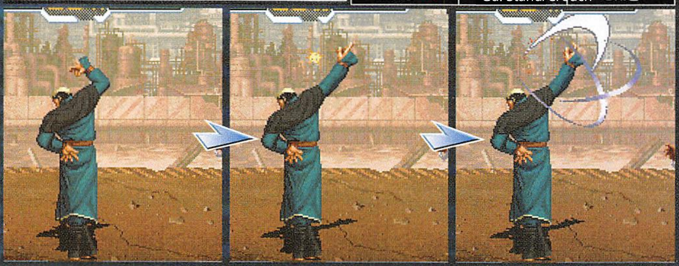


"Special Move JBAHI EMAM3LY (wanhyoumametsu)

+C

Dm:16×4 | C.Dm: 18 | Stn:6×4

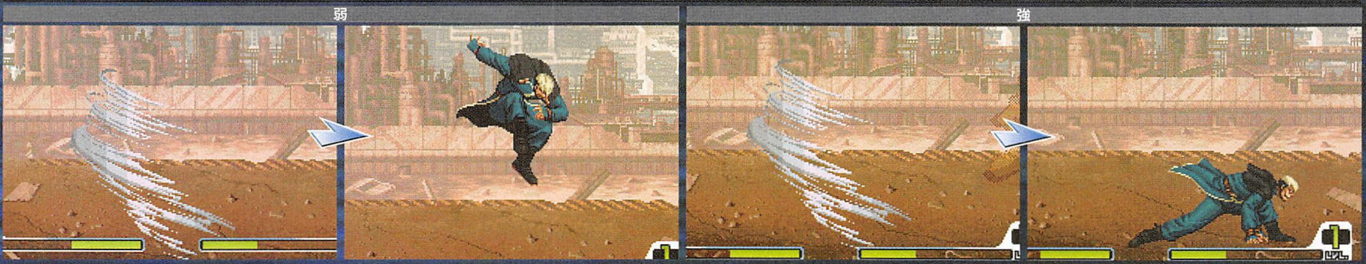
G.C:6×4 | Gd: Stand/Crouch | Cn:ど



|Special Move "ETA (Hyōga"

Gold + B or D

Dm:0 | C.Dm:0 | Stn:0 | G.C:0 | Gd:– | Cn: do



●ĒHOKA33 (Yokaze) A move that generates a vertical tornado from the ground. Against grounded opponents, if it connects immediately after the tornado is generated, it can cause a knockdown; if it hits during the tornado's active duration, it causes a staggered state. The spawn position of the tornado varies by button: A spawns it closest, while using D produces it slightly before the screen edge. The difference between buttons is also reflected in the overall animation length of the move, increasing in the order A → B → C → D. Since the attack startup is the same, you can think of the recovery time increasing in the order A → B → C → D.

Also notable is the short hit stop. Because of this, it is harder for the move to be punished with a GC Front Step even if guarded, and its long active duration makes it a primary tool for poking. However, し、 If A connects at close range during its active duration, the distance will increase but some characters can still counterattack. Furthermore, if you corner an opponent and force them to guard A, you can be punished, so be careful.

By the way, this move leaves a hurtbox after it hits. If you corner an opponent and hit them at a high position in the air, you can follow up with normal moves for additional combos.

●СКНАОNХАНАСЗИРАН (Shin Aoi Hanaseiran)

The move advances while slashing the opponent with a knife-hand strike; with an additional input it becomes a 3-hit attack. There is no difference between weak and strong versions; both can be followed from a heavy attack into a combo and are characterized by very high damage. The second hit has a long input window for the follow-up, while the third hit has a short input window. Also, the recovery after the move is long for the first hit and short for the third. The third hit has reduced hitback on guard, so it is difficult to remain in close range when it hits a guard. Therefore, if you intend to use it as a poke, it is better to stop at the second hit.

● BAHÊTOKO6YC3 (Wanhyō Tokobuse) A technique that snaps the fingers and unleashes countless vacuum blades directly to the side. Because of its long attack duration, even if it hits a grounded opponent there is a high chance of being punished.

Also, although it is a technique that can be used for whiff-canceling, there is likely no need to force its use. When it hits in the air, the opponent's hitstun remains for a while.

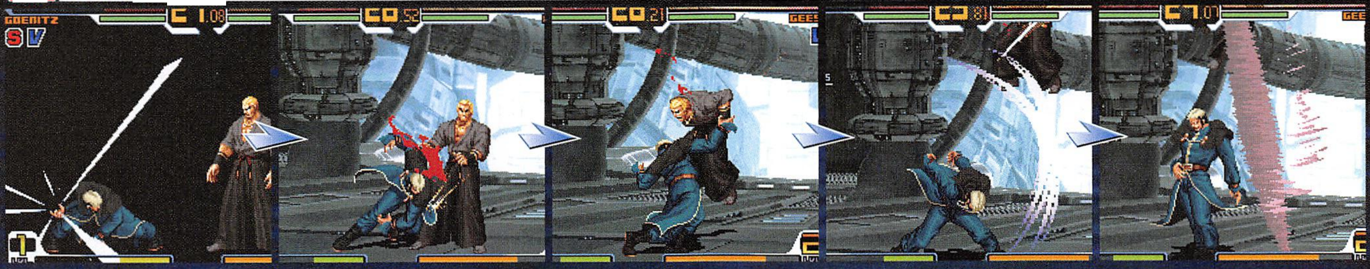
●BAHIMAM3LY (Wanhyō Mametsu)

The anti-air version of Wanhyō Tokobuse. The initial frames are invulnerable

makes it difficult to use.

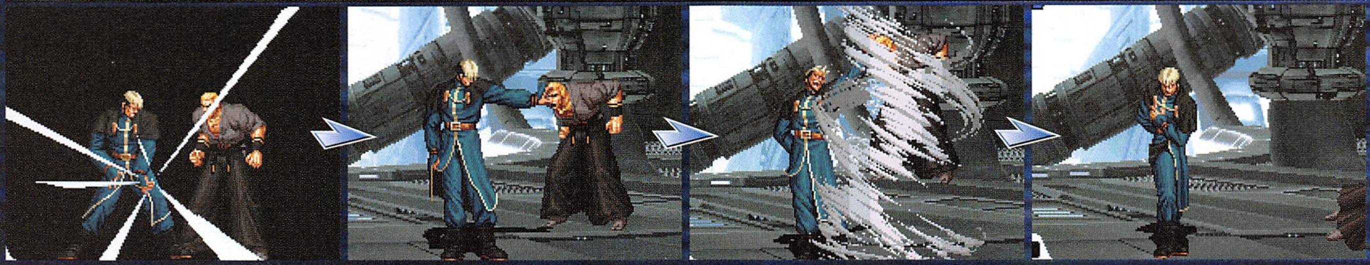
Super YA3WHN5YKV (Fūjin Ibuki)
Killing move + AC simultaneous press

Dm:18×4+22×2 | C.Dm:22. 24 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:—



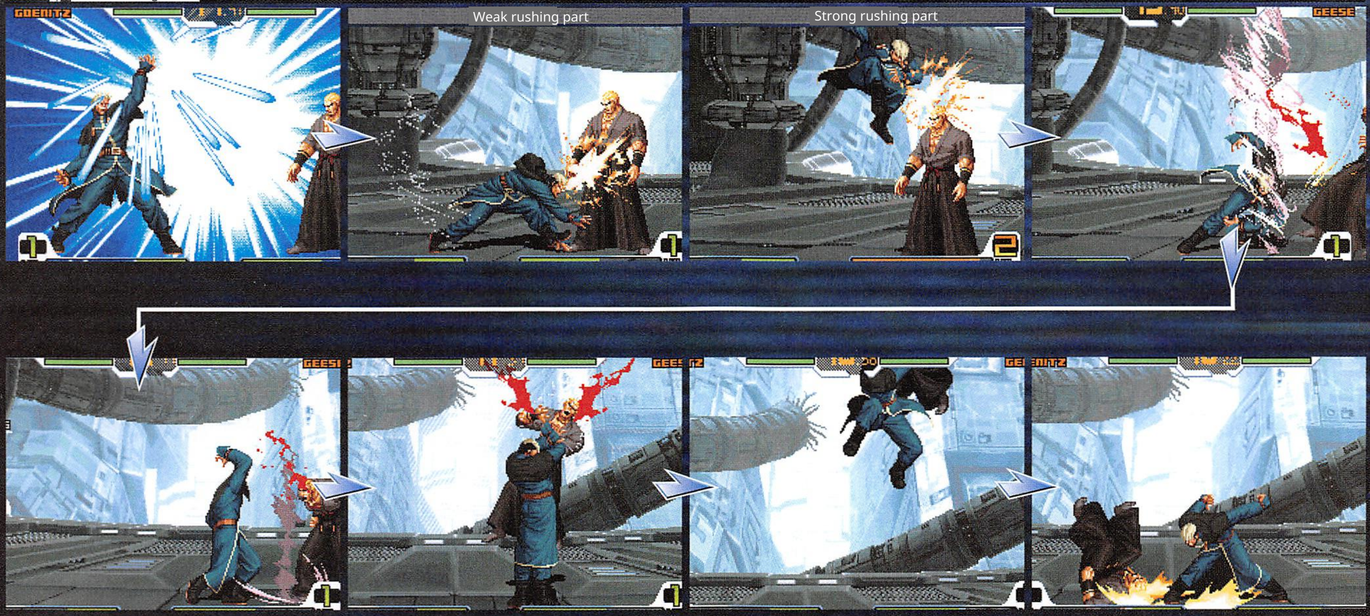
Super AMAOKOKY (Yamidōkoku)
Killing Move
M +AorC

Dm:72 | C.Dm:72 | Stn:0 | G.C:0 | Gd:throw | Cn:—



True Yao Otome・VCCKOKY (Shin Yaotome Jissōkoku)
Food Rationing Number Combined + A or C

Dm:0+6×11+14×6 C.Dm:0.6, 14 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn: Standing



Weak rushing part

Strong rushing part

●ETA (Hyoga)

A move that vanishes while moving. The weak version moves forward; the strong version appears in the air forward and moves diagonally downward. Both weak and strong are invulnerable to strikes from the start of their animation, and after fully disappearing they are invulnerable to throws for a short time after reappearing with the weak version, and up until the moment of reappearance with the strong version. The recovery after movement is relatively small and is the same for both weak and strong; for the strong version the recovery begins after landing, which shows how small the recovery actually is. Good to use when trying to escape from the opponent.

●yYA3WHNEYKN (Fūjin Ibuki) A move where, after vanishing with a motion like Hyoga, the character charges forward; on hit it strikes many times then performs two tornadoes and slams the opponent into the ground. The attack startup is very slow, The invulnerability also ends when the attack activates. Also, if it is guarded the opponent ends up in close range and can easily counterattack, so its usability is limited. However, it has high power and does not allow the opponent to recover guard, so if it hits it is a very rewarding move.

●AMNAOKOKY (Yami Doko)

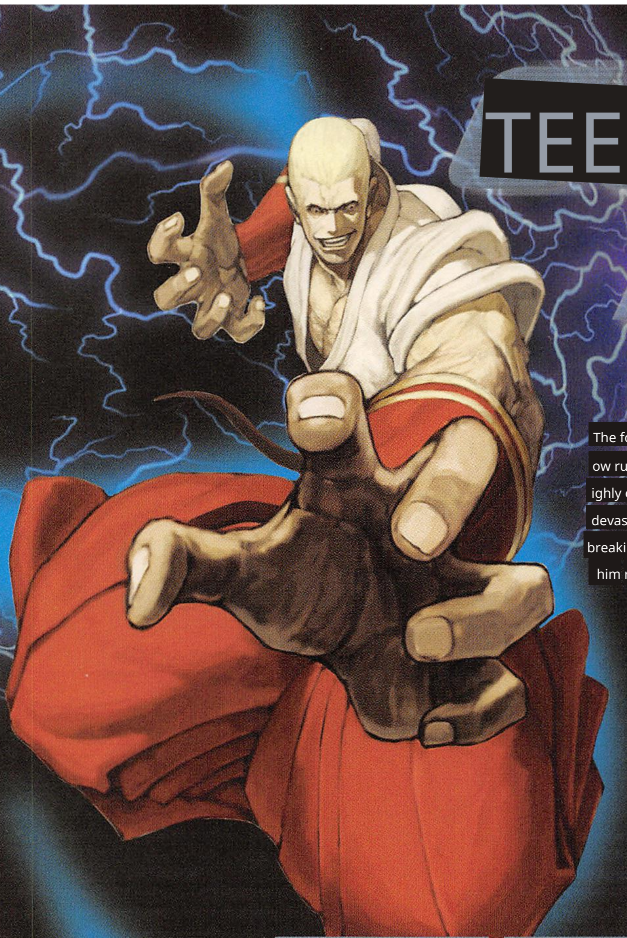
A command throw that engulfs the opponent in a tornado dealing damage. The throw connects as soon as the command is completed and its damage is relatively high. The grab range is narrow, so try to set it up from a front step.

●Shin Yatsu • XVCCKOKY (Shinya Otomejisso)

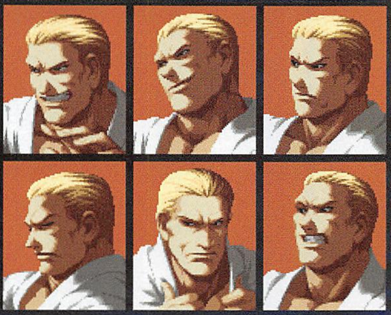
me (Ukok)

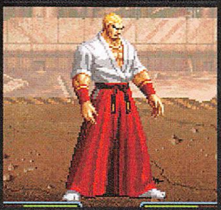
After a Hyoga-like motion the character charges; on hit it delivers countless strikes, then grabs the opponent, squeezes, and then launches upward and slams them into the ground. Notably, its power is such that it takes more than half of the opponent's life bar. The attack startup is very slow for both weak and strong, making it extremely difficult to incorporate into combos, but invulnerability continues until after the attack activates so it is rarely beaten. Also, even if guarded it remains advantageous, so if the opponent uses a GC front step the weak version can only be countered by throws, and the strong version can at best be narrowly punished by the fastest normal attack in this game, meaning it almost never gets punished. Note that the strong version is a mid attack and, due to its trajectory, can also be used to set up cross-up opportunities.

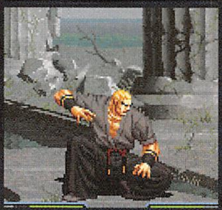
TEESE Keith Howard

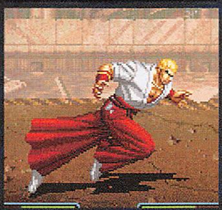


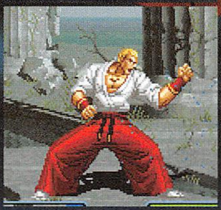
The foremost metropolis in America, Southtown's shadow ruler. He can keep opponents pinned down with a highly effective set of normal moves and also possesses devastatingly powerful combo attacks. Because of that, breaking an opponent's guard is relatively easy, making him recommended for aggressive players.

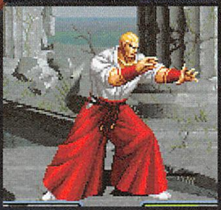

Face Pattern

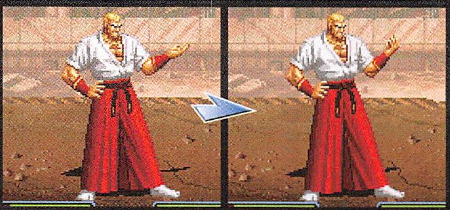

AC Button Color

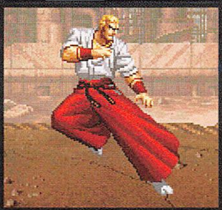

B·D Button Color

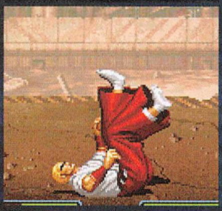

Front Step

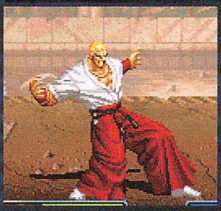

Throw Escape

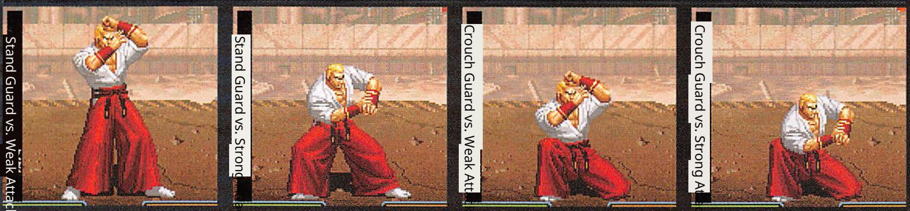

Usually throw failed


Taunt


Backstep


Get-up


Guard Crush

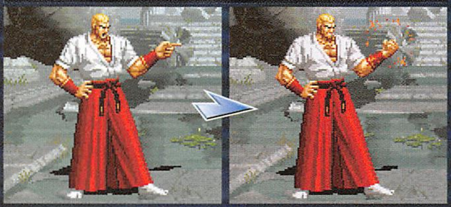

Guard

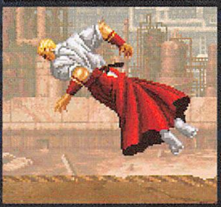
Stand Guard vs. Weak Attack

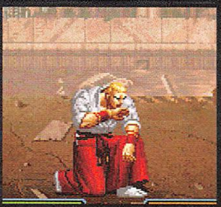
Stand Guard vs. Strong

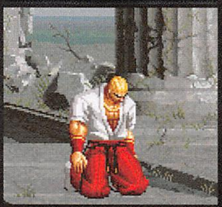
Crouch Guard vs. Weak Att

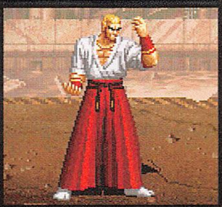
Crouch Guard vs. Strong A

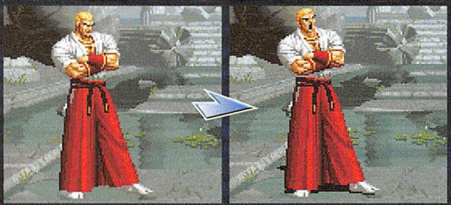

Intro Scene

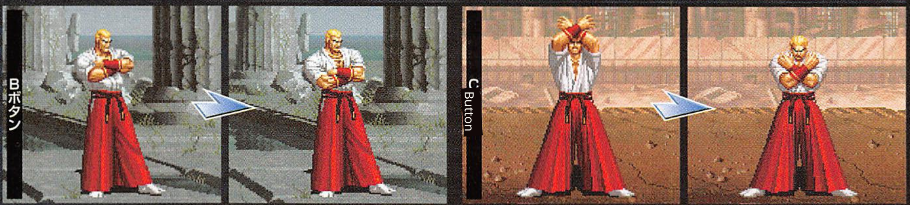

Spiral Knockback


Stun


Defeated by Scrape


Loss by timeout

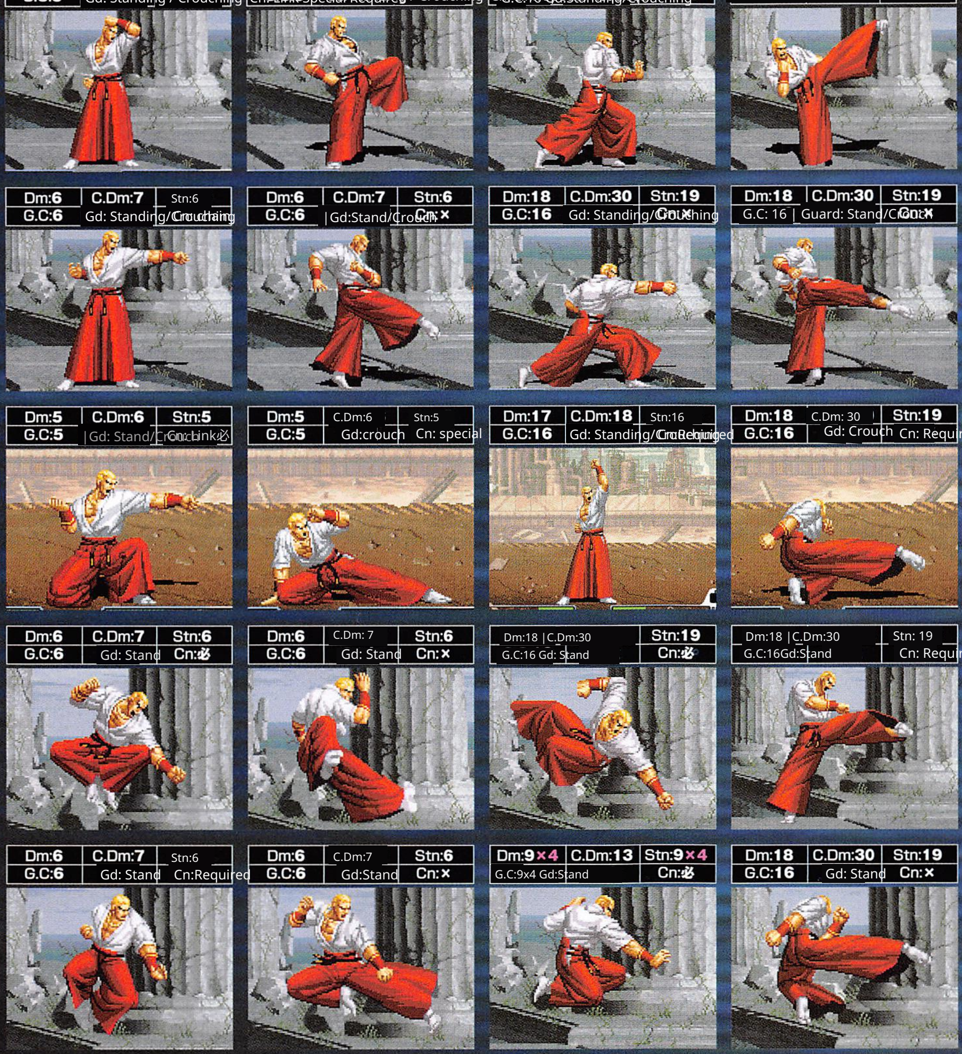

Appearance Scene: vs Terry


Victory Pose

Bボタン

C Button

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required	Dm:16 C.Dm:23 Stn:19 G.C:16 Gd:Standing/Crouching Cn:特必	Dm:10x2 C.Dm:16 Stn:11×2 G.C:11x2 Gd:Stand/Crouch Cn:必→×
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Standing/Crouching	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand/Crouch Cn:×	Dm:18 C.Dm:30 Stn:19 G.C:16 Gd: Standing/Crouching Cn:×	Dm:18 C.Dm:30 Stn:19 G.C: 16 Guard: Stand/Crouch Cn:×
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Stand/Crouch Cn: Link必	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:crouch Cn: special	Dm:17 C.Dm:18 Stn:16 G.C:16 Gd: Standing/Crouching Cn: Required	Dm:18 C.Dm: 30 Stn:19 G.C:16 Gd: Crouch Cn: Required
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:必	Dm:6 C.Dm: 7 Stn:6 G.C:6 Gd: Stand Cn:×	Dm:18 C.Dm:30 Stn:19 G.C:16 Gd: Stand Cn:必	Dm:18 C.Dm:30 Stn: 19 G.C:16 Gd:Stand Cn: Required
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:Required	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:×	Dm:9×4 C.Dm:13 Stn:9×4 G.C:9x4 Gd:Stand Cn:必	Dm:18 C.Dm:30 Stn:19 G.C:16 Gd: Stand Cn:×



Ground normal moves

In close combat, close standing B has the fastest attack startup, while the startup of the other moves is almost the same. Use close standing C, which can link into +D, and crouching B, which has a low hitbox and counts as a low attack. Because crouching B lowers his posture, it can avoid certain jump attacks and still connect. Crouching C serves as an effective anti-air. At long range, use long-reaching far standing D to counter your opponent's zoning moves—it's powerful and has little recovery on whiff, so use it frequently. Note that far standing C also has a strong hitbox.

Normal Jump Attacks

Jump B has strong cross-up properties and thus becomes a primary jump-in attack. If used on the rise, it will hit the crouch guard of more than half of the characters. Forward jump D is used for aerial follow-ups and, taking advantage of its reach, is good for hitting with the tip. Forward jump C is an interesting move that can hit up to four times. However, its attack startup is rather slow.

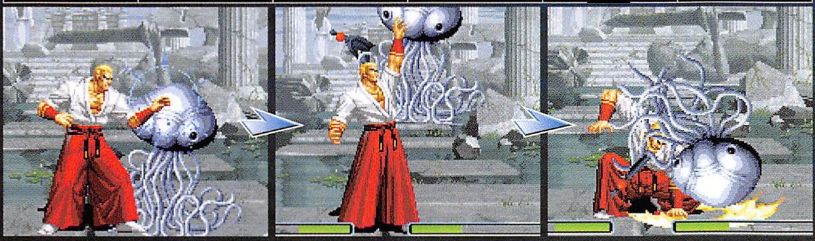
Throws / Special Moves / Others

AB throw leaves the opponent unable to recover, and if you follow up with the Raimei Gouha throw it becomes quite powerful. +C is a move that knocks the opponent away; be careful because it can come out from input mistakes. +D is a advancing roundhouse kick attack. After the move you are in a greatly advantageous state and can cancel; it serves as a core move in combos.

投げ 1 Tiger Kill

Approach and press A and B simultaneously

Dm:24 C.Dm:24 Stn:0 G.C:0 Gd:throw Cn: hit



Guard Cancel Attack

Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Standing/Crouching Cn:×

special 1 Fudo Katsu Ura Fist

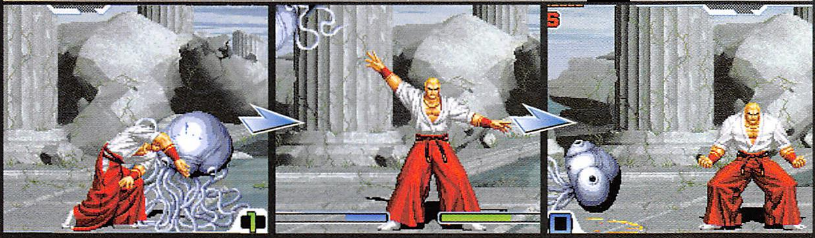
➡+C

Dm:14 C.Dm:20 Stn:18
G.C:16 Gd: Standing/Crouching Cn: Required

"Throw Vacuum Throw

Close in and press C and D simultaneously

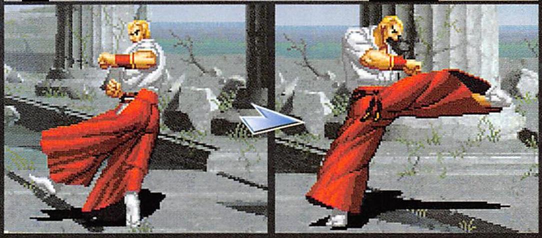
Dm:24 C.Dm:24 Stn:0 G.C:0 Guard: Throw Cn: hit



[Special] Raikou Mawashi Kick

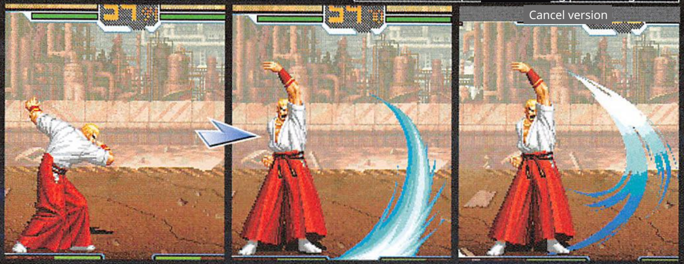
➡+D

Dm:12 C.Dm:18 Stn:16 G.C:11 Gd: Standing/Crouching



"Special Move" 1-Row Wind Fist
⬇⬋⬅+A

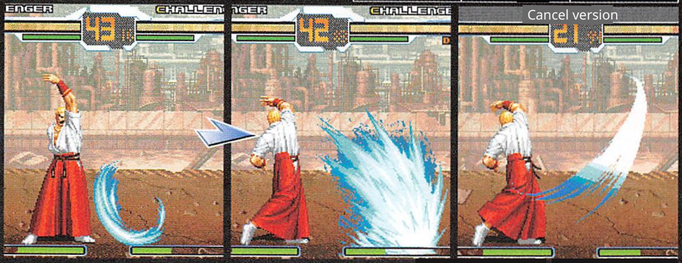
Dm:16、12	C.Dm:20、16	Stn:11
G.C:11	Gd: Standing/Crouching	Cn:ーど



※The values are, from left to right, the normal version and the cancel version

Special Move | Double Raging Wind Fist
⬇⬋⬅+C

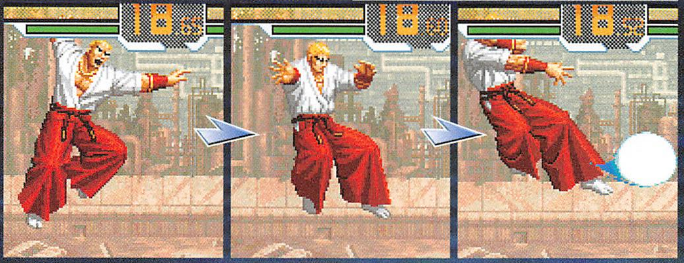
Dm:16×2、12×2	C.Dm:20、16	Stn:10×2
G.C:10×2	Gd: Standing/Crouching	Cn:—



※The values are, from left to right, the normal versio

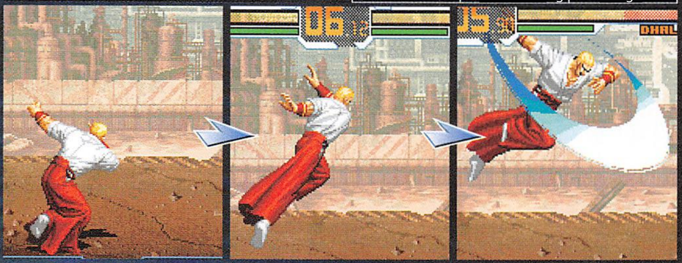
|Special | Gale Fist
In the air, press +A or C

Dm:18	C.Dm:22	Stn:10
G.C:10	Gd: standing/crouching	Cn:ど



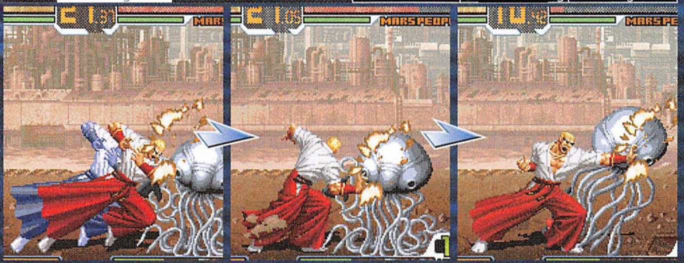
|Special Move | Hishō Nichi斬
⬅⬇⬋+AorC

Dm:16×2	C.Dm: 20	Stn:11×2
G.C:11×2	Gd: Standing/Crouching	Cn:ど



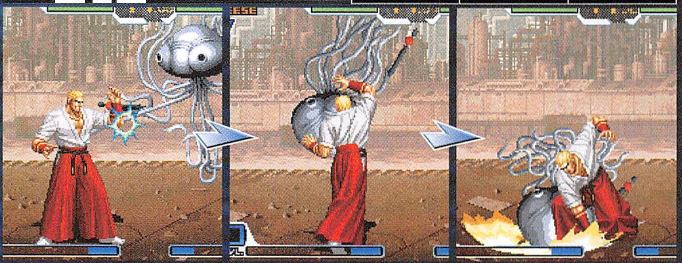
|Special Move | Evil Shadow Fist
◆Gold Tag Kushiro+BorD

Dm:15×3	C.Dm: 20	Stn:10×3
G.C:10×3	Gd: Standing/Crouching	Cn:ど



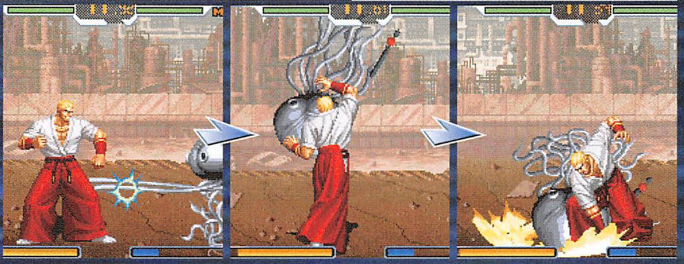
| |Special Moves| High-level parry throw
★ Jinin + B

Dm:30	C.Dm:30	Stn:0
G.C:0	Gd:—	Cn:—



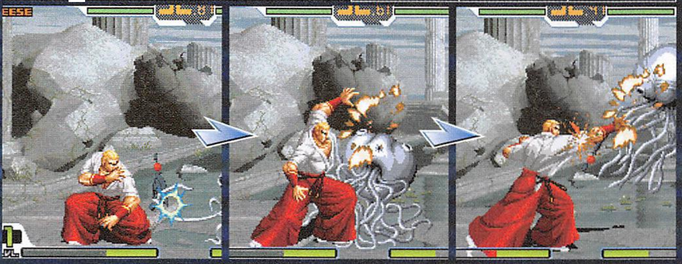
|Special Move | Mid-level counter throw
★ Jin mark Jin

Dm:34	C.Dm:340	Stn:0
G.C:0	Gd:—	Cn:—



|Special Move | ■ Low-level counter strike
Jin mark ☆ Meeting + A

Dm:18×2	C.Dm:18	Stn:0
G.C:0	Gd:—	Cn:—



●Gale Fist

A projectile that sends a shockwave racing along the ground. If released during various cancels, instead of the shockwave traveling outward it transforms into a move that lifts the opponent into the air. The projectile's upper hitbox is smaller than it appears, so opponents can jump over it. However, if the opponent guards it, even when used at close range it results in an even matchup and has relatively small recovery. The canceled version's attack hitbox moves as it looks, and the root portion activates so quickly that it can chain into consecutive hits from weak attacks. When guarded it results in an even or better situation, and on hit it knocks the opponent away and leaves lingering hitstun until they land. • Double Raging Wind Fist

Like the Gale Fist, when performed alone it is a projectile, but its properties change when performed as part of various cancels. In the case of the projectile It creates a vortex of shockwaves in front of the user, after which a projectile races forward. The vortex itself also has hit detection, so it can erase enemy projectiles while launching the shockwave. However, if guarded it is disadvantageous, and including the vortex the overall animation is fairly large. For the cancel version, after the same motion as the Rekkiefist (Reppūken), a returning shockwave is produced with the opposite hand. The returning shockwave has a large hitbox, but the first hit does not knock the opponent down, and the second hit does not leave a grounded-hit state on an opponent already launched by the second hit. Note that the second hit will not chain into continuous hits at the edge of the screen unless the end of the first hit connects right at that moment. ● Shippūken

An aerial move that launches a shockwave diagonally downward. There is no difference between weak and strong versions; both cannot be performed unless the character is above a certain height. Note: 068

After the technique, the user moves a great distance backward, making it hard

● Soaring Sun斬Wheel

Shoulder-check to lift the opponent into the air, then you also leap up and attack with a knife-hand strike. The weak version, if performed near the edge of the screen, can be followed up after a hit with a close-standing C or similar for a combo. The strong version charges forward a fixed distance before attacking; while charging, the character's feet are invulnerable. ●Jaei-ken (Evil Shadow Fist)

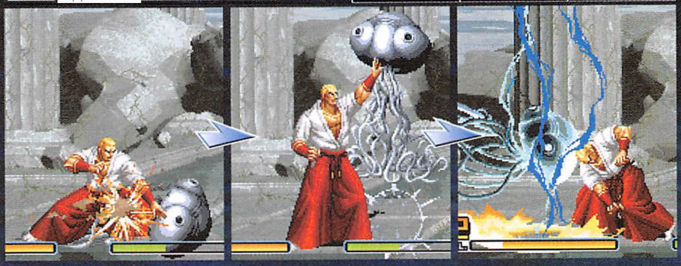
Performs a shoulder tackle and, if it hits the opponent, follows up with two consecutive attacks. The weak version can chain into a strong attack, while the strong version is characterized by a longer travel distance. If guarded, it leaves a large opening, and depending on how the first hit connects, subsequent attacks may whiff. However, because it is cancelable to a guard (guard-cancellable), it is very useful in combos while MAX is active.

"Special

Raimei Hurricane Throw

Opponent Down + C

Dm:13	C.Dm:13	Stn:11
G.C:11	Gd:—	Cn:—

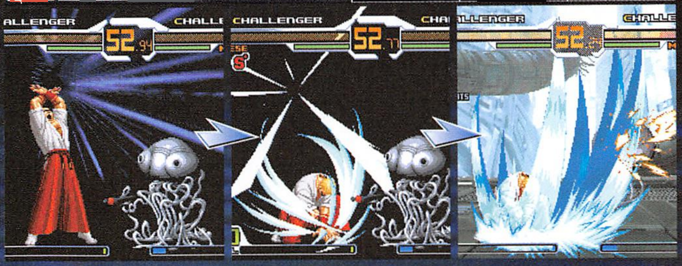


Super Finishing Move

Raging Storm

+ A or C

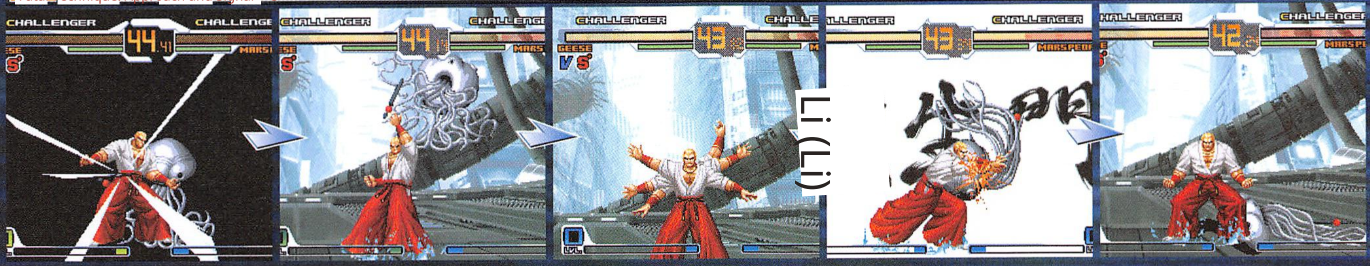
Dm:40×5	C.Dm:46	Stn:0
G.C:4	Gd: Standing/Crouching	Cn:—



Super Move "Rashomon"

Fatal Technique: Approach and Signal + C

Dm:72	C.Dm:72	Stn:0	G.C:0	Gd:throw	Cn:—

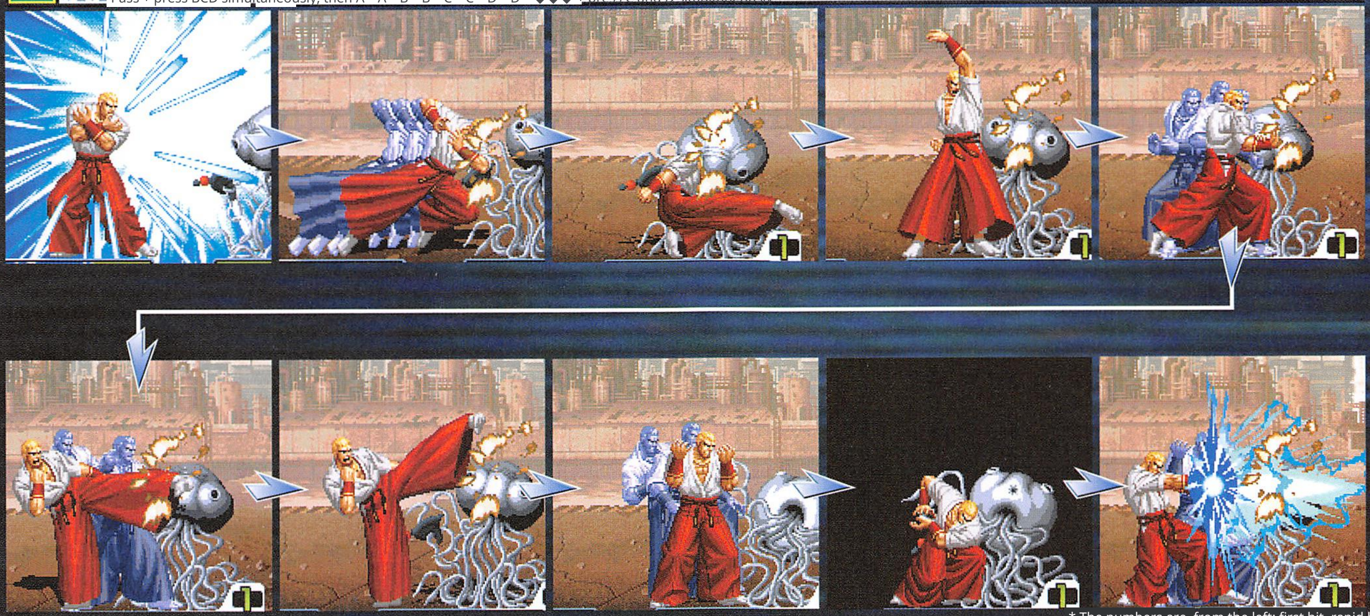


EXCEED

Deadly Rave

Pass + press BCD simultaneously, then A・A・B・B・C・C・D・D・◆◆◆ + press C and D simultaneously

Dm:20+5×8+40×4	C.Dm:20, 5, 40	Stn:0	G.C:0	Gd: Standing/Crouching	Cn:—



* The numbers are, from the left: first hit, rapid hits, finish.

● High-level counter throw

A counter technique that intercepts and throws away the opponent's jumping attacks and strike special moves. The window to trigger the counter occurs early, but note that special moves with low (crouching) hitboxes cannot be reversed.

● Mid-level counter throw

A counter technique that intercepts and throws ground normal and special moves except for those with low attack positions. Its activation timing is similar to the high-level counter throw. If an attack has a high attack position, even moves with low (crouching) hitboxes can be reversed.

● Low-level counter palm strike

A counter technique that intercepts low-position ground normal and special moves and retaliates with a palm strike. If the attack position matches, moves other than low attacks can be countered (conversely, there are some low attacks that cannot be countered). Its activation is similar to the other two counter techniques, but it has slightly more recovery.

● Thunderous Great Wave Throw

A move that grabs a downed opponent and throws them away. The grab timing is the moment the opponent's bounce ends and they have fully gone down, and the acceptance window is short. After connecting, the distance becomes separated and the situation is roughly even, so you can not follow up with a wake-up offense.

● Raging Storm

A move that lowers the posture while blasting a wide-range shockwave upward. The invincibility period is short and ends before the attack starts, but because the posture after the screen blackout is low, if used early it can function as an anti-air. The attack comes out faster and is stronger when chained from weaker attacks. Also, if guarded it inflicts considerable chip damage while leaving you in a favorable state, and even if the opponent uses a GC Front Step, they cannot retaliate except with throws.

● Rashomon

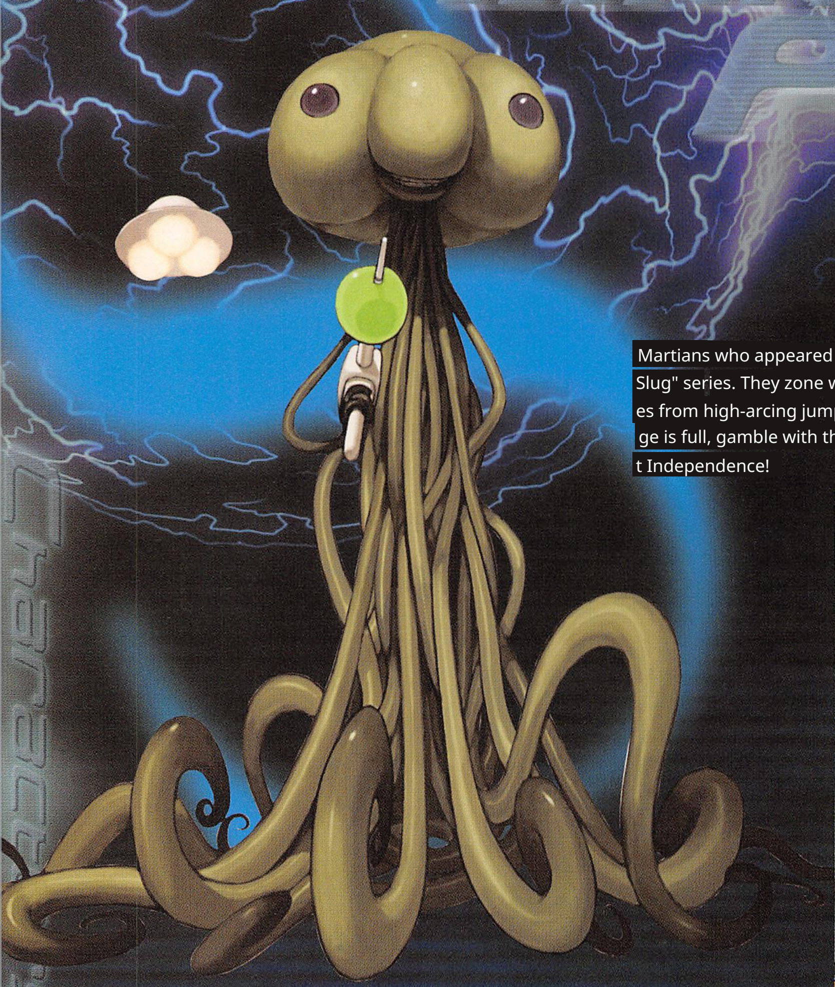
The moment the technique is executed, a grab hitbox is generated; this throw sends the opponent flying into the wall with a unique visual effect. The throw's range is not very large, so try to set it up from a front step.

● Deadly Reave

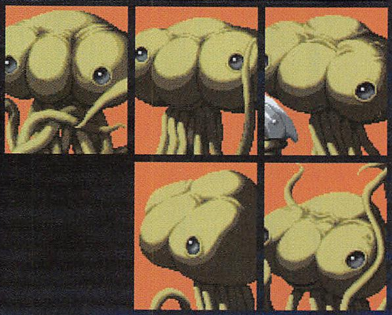
A strike move that hits 13 times with additional inputs. It has long invincibility frames and such fast attack startup that even its weak attacks can be linked into combos, making it very easy to use. When it hits, you are advantageous no matter where you stop the additional inputs; in particular, the advantage on the 4th or 7th hit is extraordinary. Against large characters only, you can even follow up from a jumping attack into a combo. If you are used to combos involving +D, aim for the setup after stopping at the 7th hit; if not, finish the entire sequence.

MARS PEOPLE

Mars People

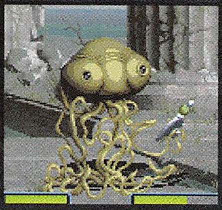


Face Pattern

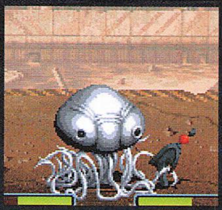


Martians who appeared as enemies in the "Metal Slug" series. They zone with long-reaching tentacles from high-arcing jumps; when their power gauge is full, gamble with the unblockable move Knot Independence!

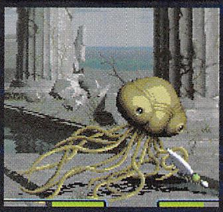
AC Button Color



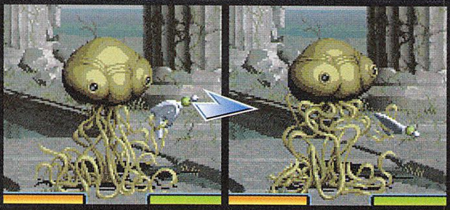
BD Button Color



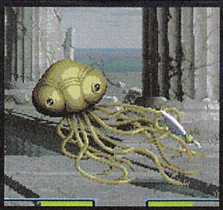
Front Step



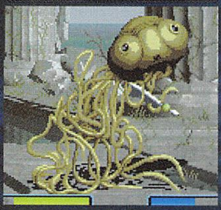
Taunt



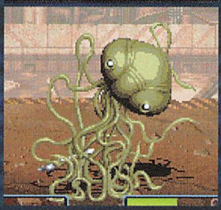
Backstep



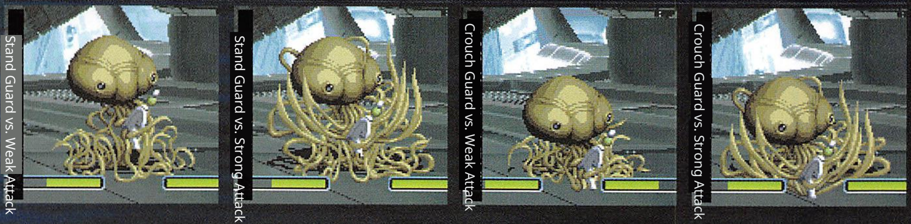
Throw Escape



Usually throw failed



Guard



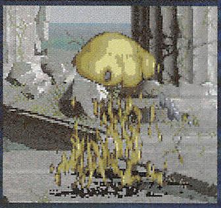
Stand Guard vs. Weak Attack

Stand Guard vs. Strong Attack

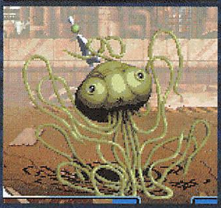
Crouch Guard vs. Weak Attack

Crouch Guard vs. Strong Attack

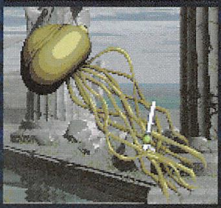
Get-up



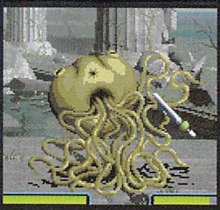
Guard Crush



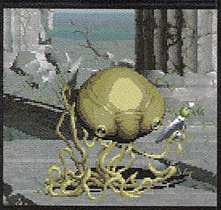
Spiral Knockback



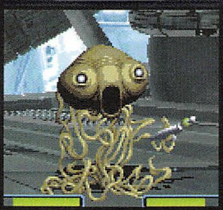
Stun



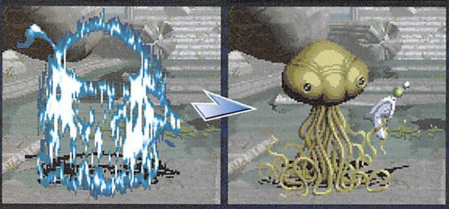
Defeated by Scrape



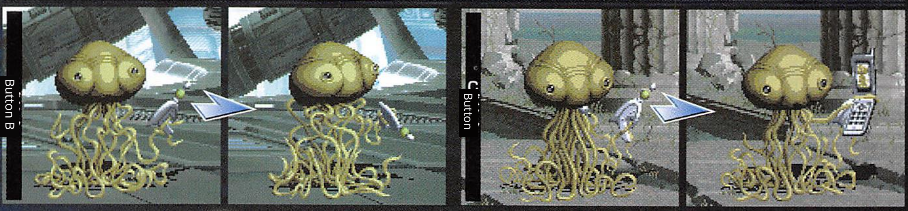
Loss by timeout



Intro Scene

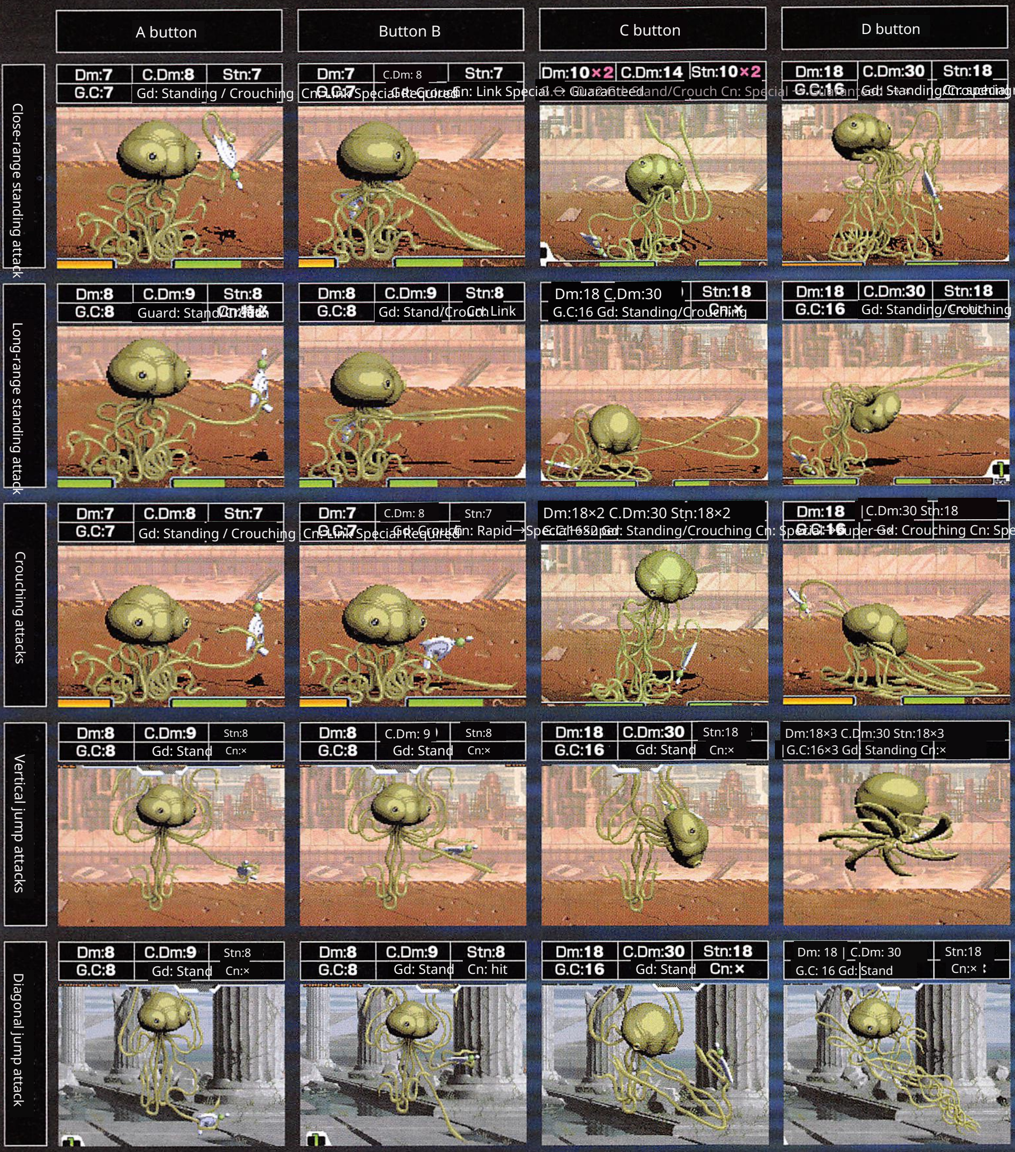


Victory Pose



Button B

C Button



	A button	Button B	C button	D button
Close-range standing attack	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Standing / Crouching Cn: Link Special Required	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Crouch Cn: Link Special → Guaranteed	Dm:10×2 C.Dm:14 Stn:10×2 G.C:10×2 Gd: Stand/Crouch Cn: Special → Guaranteed	Dm:18 C.Dm:30 Stn:18 G.C:16 Gd: Standing/Crouching Cn: Special required
Long-range standing attack	Dm:8 C.Dm:9 Stn:8 G.C:8 Guard: Stand/Crouch Cn: 特必	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Stand/Crouch Cn: Link	Dm:18 C.Dm:30 Stn:18 G.C:16 Gd: Standing/Crouching Cn:×	Dm:18 C.Dm:30 Stn:18 G.C:16 Gd: Standing/Crouching Cn:
Crouching attacks	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Standing / Crouching Cn: Link Special Required	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Crouch Cn: Rapid→Special→Super	Dm:18×2 C.Dm:30 Stn:18×2 G.C:16×2 Gd: Standing/Crouching Cn: Special→Super	Dm:18 C.Dm:30 Stn:18 G.C:16 Gd: Crouching Cn: Special→Super
Vertical jump attacks	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Stand Cn:×	Dm:8 C.Dm: 9 Stn:8 G.C:8 Gd: Stand Cn:×	Dm:18 C.Dm:30 Stn:18 G.C:16 Gd: Stand Cn:×	Dm:18×3 C.Dm:30 Stn:18×3 G.C:16×3 Gd: Standing Cn:×
Diagonal jump attack	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Stand Cn:×	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Stand Cn: hit	Dm:18 C.Dm:30 Stn:18 G.C:16 Gd: Stand Cn:×	Dm: 18 C.Dm: 30 Stn:18 G.C: 16 Gd: Stand Cn:×

Ground normal moves

Crouching B is a low-hitting attack that can be cancel-canceled with repeated presses. While performing it, your posture becomes lowered. Far standing A has slightly more reach than crouching B, so canceling repeated crouching B into it and then linking into a special or command move is recommended. Far standing D prevents jumping, so you'll want to use it together with Mars Shot. Crouching D has slow startup but excellent reach; because it keeps you low you can attack while going under projectiles.

Normal Jump Attacks

Forward jump B has strong downward hitboxes. If used on the rising arc it can function as a mid attack. Forward jump C boasts strong hitboxes both horizontally and downward. If used on the descent it covers air-to-air and can easily beat ordinary anti-air moves. Also, timed against an opponent's jump and performed from a large backward jump, it can serve as an anti-air. Vertical jump D has short reach but is a three-hit move.

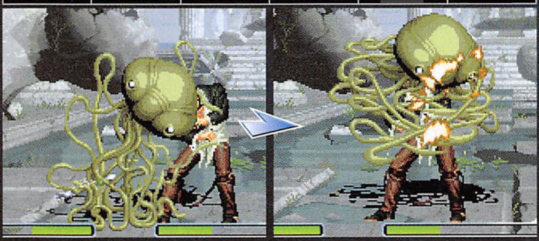
Throws / Special Moves / Other

Since normal throws can be escaped with a recovery roll, rely on the command throw Plasma Abduction. If +D is performed early enough it works as anti-air. Its advantage is that it can force a knockdown on airborne hit. +D advances in a low stance while sweeping the legs. On guard it becomes a multi-hit low attack; on hit it forces a knockdown.

投げ Mars Hugg

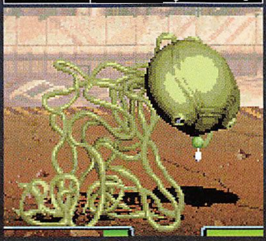
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Guard: Throw	Cn: hit



Guard Cancel Attack

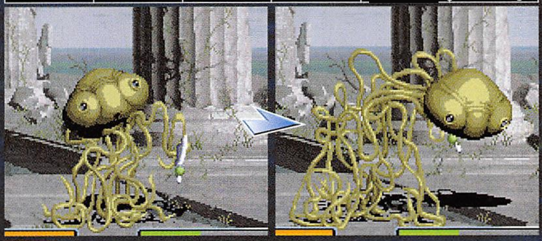
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Standing/Crouching	



[Special | Slide Head

←+C

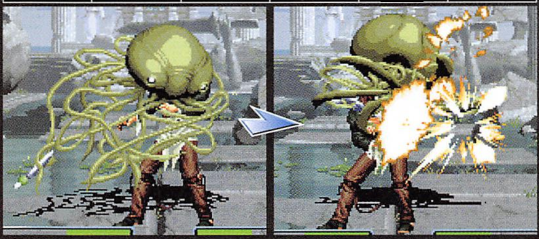
Dm:24	C.Dm:30	Stn:20	G.C:20	Gd: Standing/Crouching	Cn:×



Throw Million Leg Lariat

Close in and press C and D simultaneously

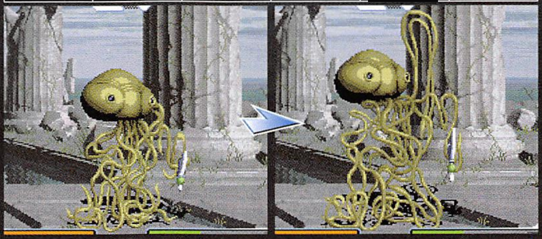
Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



[Special [Hopping Knee

+ D

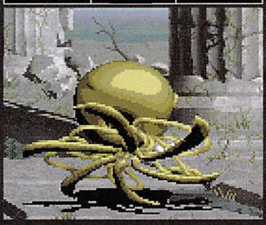
Dm:20	C.Dm:24	Stn:20	G.C:20	Gd: Standing/Crouching	Cn: Must



special Mars Slider

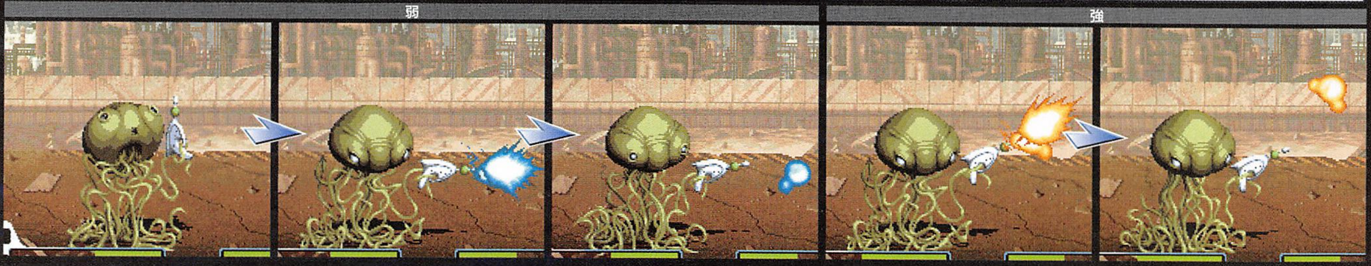
+D

Dm:18	C.Dm:22	Stn:16
G.C:16	Gd: crouch	Cn: hit



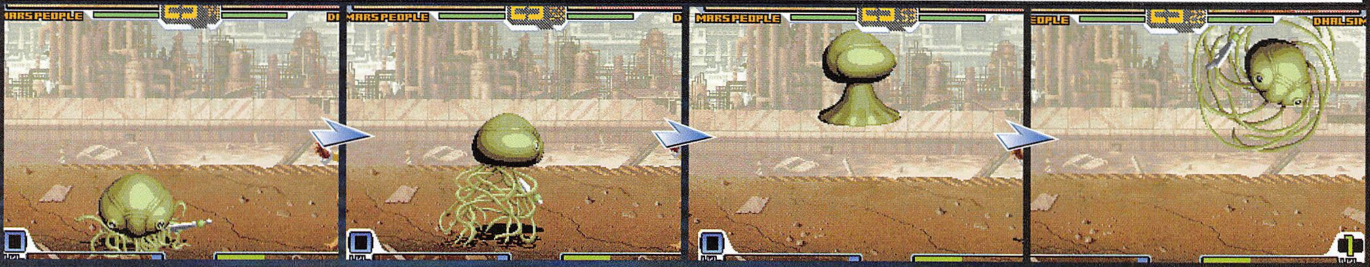
|Special] Mars Shot
Gold + A or C

Dm:16·14 C.Dm:20.18 | Stn:10 | G.C:10 | Gd: Standing/Crouching Cn: do



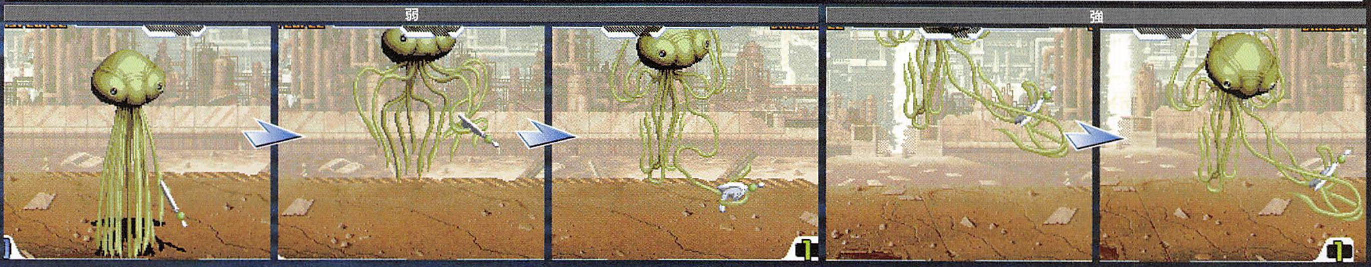
|Special Move| Plasma Spin
+BorD

Dm:13×4·13×7 | C.Dm:14 | Stn:×4·8×7 | G.C:8×4·8×7 | Gd: Standing/Crouching Cn: do



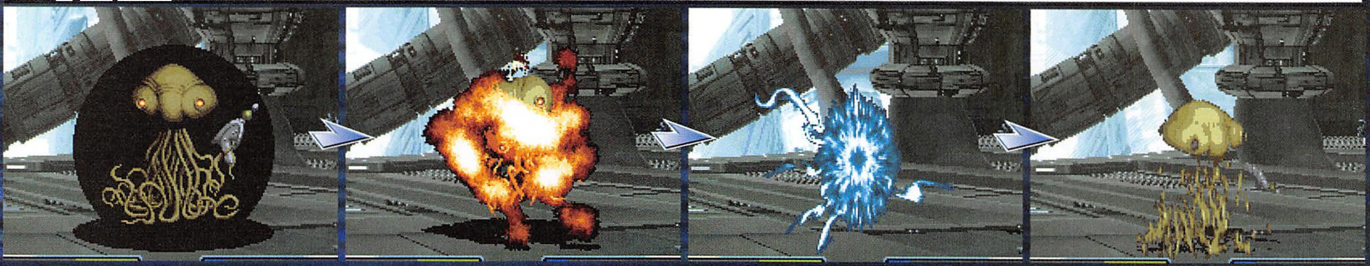
|Special Move| AREA801
+BorD

Dm:20·18×2 | C.Dm:24·12 | Stn:11·10×2 | G.C:16·16×2 | Gd: Stand | Cn: do



|Special Move| Roswell Vanish
★Number☆+B or D

Dm:30 | C.Dm:36 | Stn:16 | G.C:16 | Gd: Standing/Crouching Cn: do



●Mars Shot

A projectile fired from a ray gun held in a tentacle. The weak version fires a blue projectile that travels straight horizontally and whose speed increases over time; the strong version fires an orange projectile that drifts slowly up and down as it travels. The strong version's trajectory can sometimes prevent jumping. Both have slow projectile speed, so they are not suited for projectile duels, but their recovery is fairly small, making them advantageous even if guarded at close range. However, be careful when using at point-blank range, as the projectile can appear on the opponent's far side.

●Plasma Spin

A special move that ascends off-screen while attacking and then descends while spinning. Its attack startup is slow, but once the ascent attack connects and transitions to the descent attack, follow-ups are possible. The difference between weak and strong lies in the descent attack: the weak version has small recovery and is advantageous even if guarded, causing a stagger on ground hit. The strong version is disadvantageous if guarded but can cause a knockdown on ground hit and allows further follow-ups. Also, if the ascent attack is guarded and the descent attack becomes an overhead, the weak version can hit as an overhead and lead into a Plasma Abduction combo on landing. Even if the descent attack is GC Front Stepped, the weak version still confirms into Plasma Abduction. Because it pins the oppo

●AREA801

While leaping at the opponent, delivers an assault with tentacles—a rushing attack. The weak version is a single hit with low height and short range, while the strong version has greater height and range, moves faster, and hits twice. Both versions are mid attacks; if the final blow connects, it slams the opponent into the ground so they cannot recover with a wake-up. From there, if you have a power gauge use Knot Independence, otherwise aim for a follow-up using Roswell Vanish. Because its start-up is slow it's difficult to use in combos. Use it in response to the opponent's projectiles.

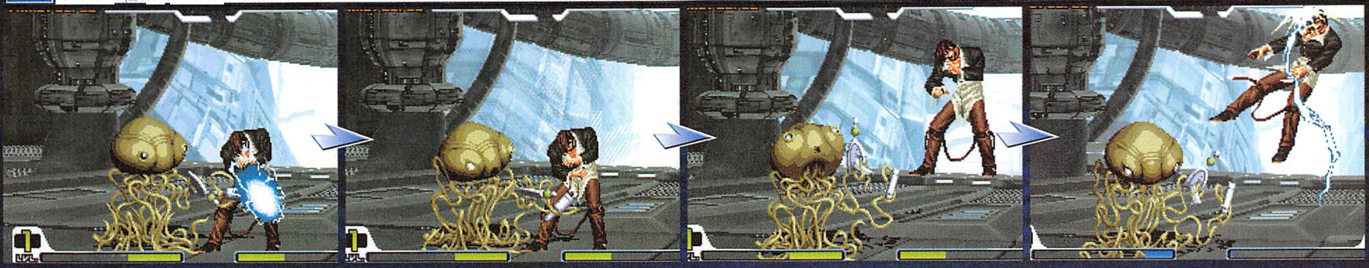
● Roswell Vanish

An exploding teleport move. After the move, the weak version reappears in place, the strong version reappears behind the user. Its attack range is narrow, but once the character begins to disappear (from the first photo onward) they become invincible, so it can be used as an early anti-air. Also, after becoming invincible the opponent cannot assume a guarding pose. If timed on opponent wake-up it becon

|Special [Plasma Abduction

Close and press Forward + A or C

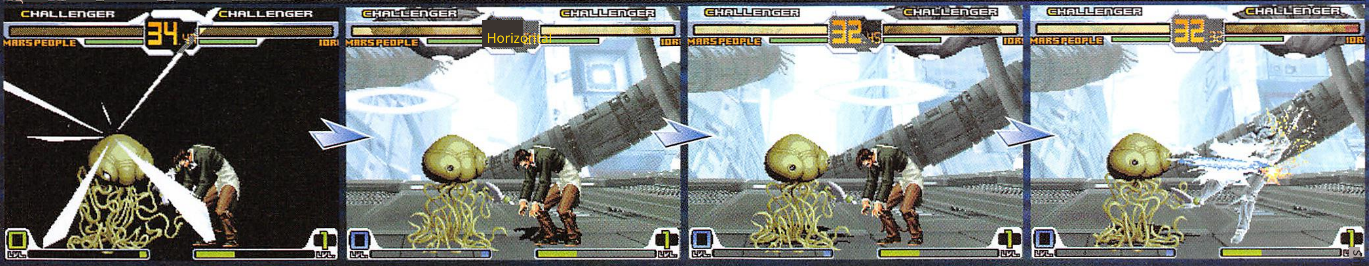
Dm:36 | C.Dm:36 | Stn:20 | G.C:20 | Guard: Throw | Cn:—



Super Not Independence

Killing Technique: Gold Number M

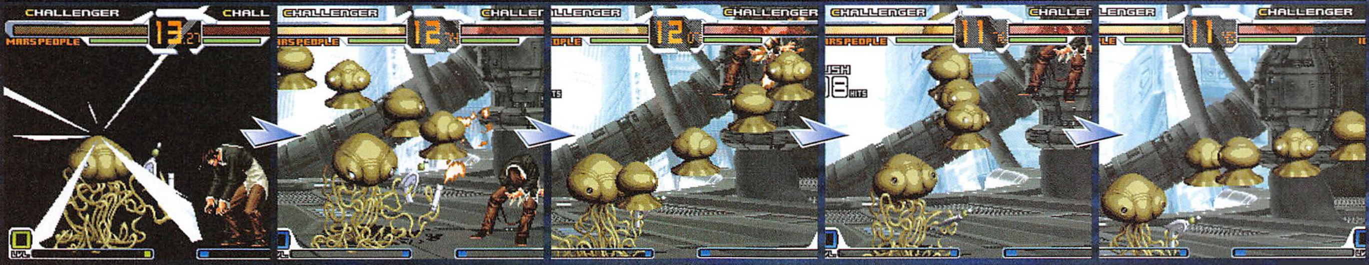
Dm:46 | C.Dm:50 | Stn:0 | G.C:0 | Gd: G No | Cn:—



Super EX MP12

Special Move+B or D

Dm:8×4(※) | C.Dm:8 | Stn:4×4 | G.C:4×4(※) | Gd: Standing/Crouching | Cn:—

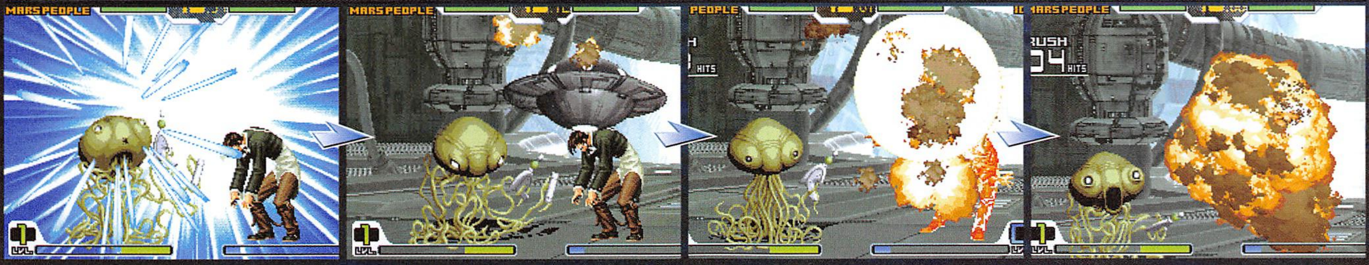


※ Appears in 3 sets

EXCEED 1 Tunguska Incident

⬇⬇⬇+AorC

Dm:40×3+64 | C.Dm:46, 72 | Stn:0 | G.C:8×3 | Gd: Stand | Cn:—



● Plasma Abduction

Grabs the opponent, applies electrodes, lifts them into the air, and then attacks with lightning — a command grab. The grab range is short, and after it connects the opponent can recover with a wakeup; however, the throw hitbox comes out at the same time the command completes, so incorporate it into close-range combos aimed for from a GC Front Step. Also, the throw's startup motion has a fairly large vulnerability window, so if the opponent avoids it with a vertical jump it can put you in a dangerous situation.

● Knot Independence

Weak summons a UFO from behind the user, while Strong summons a UFO from the opponent’s side of the screen as a super move. The UFO moves toward the opposite edge of the screen and fires a ring-shaped laser three times. Although the center of the ring has no hit detection, the laser cannot be guarded. Also, on hit

Because you can follow up on a launched opponent, if a combo incorporating this move connects, it can deal heavy damage.

There is a brief moment of invincibility right after the blackout, but exploiting it is difficult. Also, after the invincibility ends there is a small vulnerability; however, even if that opening is targeted, as long as the UFO has appeared it will fire lasers, making large counterattacks unlikely. Note that Mars Shot and this move cannot be used simultaneously.

OMP12

A small squadron of Mars People flies in with three patterns: an ascending trajectory from the lower edge of the screen, a descending trajectory from the upper edge of the screen, and an arcing trajectory from the top of the screen. You can act again while the second squadron is attacking, so once it appears the vulnerability window is small. There is no invincibility before the blackout, and if it gets beaten out 073 it will consume the power gauge. Furthermore, a drawback is that if the squadron is hit during its action, it will disappear. If it hits you can follow up for heavy damage, but its startup is slow so there are few good opportunities to use it.

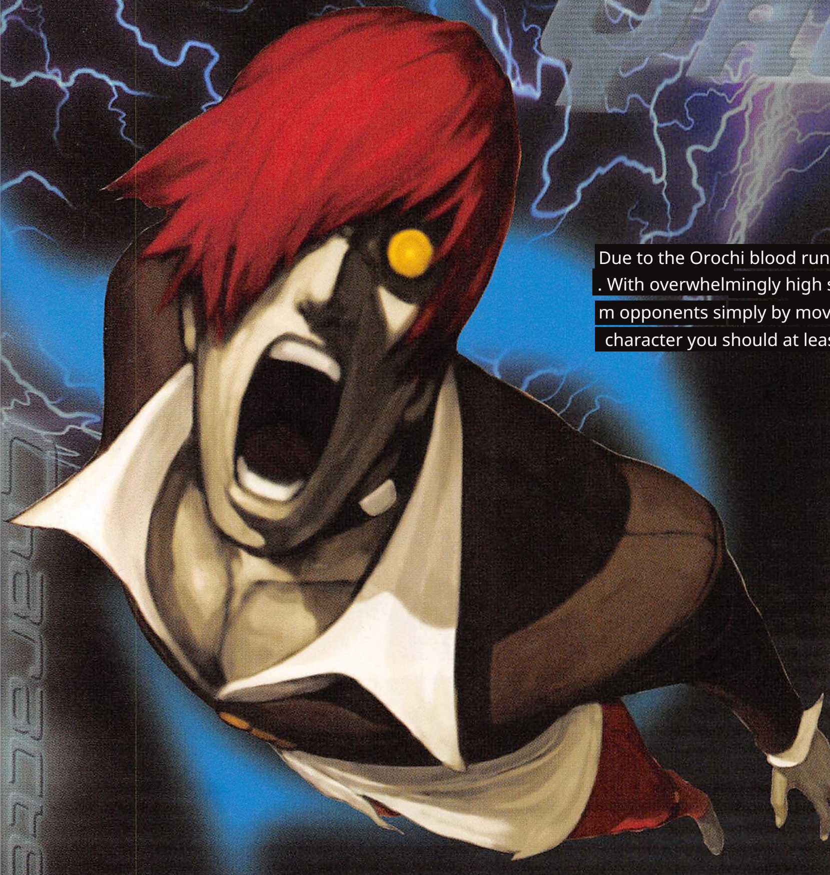
● Tungus Incident

The weak version drops a UFO from the rear edge of the screen, while the strong version drops a UFO from the center of the screen to attack. It can be used together with Mars Shot, but it cannot be performed during No

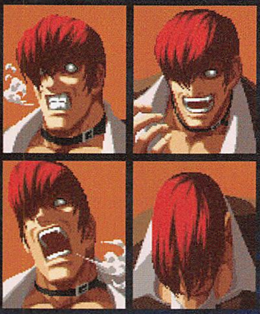
This is a mid attack: the UFO has attack frames as soon as it appears, so the weak version serves as an anti-air versus cross-up jumps, and the strong version is easy to incorporate into combos. The damage is relatively small for an EXCEED-level move, and there is no invincibility before the blackout; if that gets beaten out, note that you will not be able to use it again for the rest of that match.

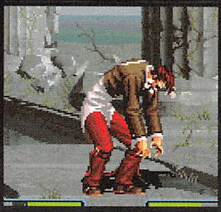
IORI YAGAMI

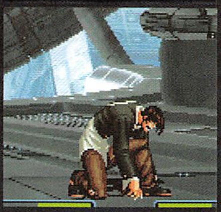
Tsuki no Yoru Orochi no Chi ni Kurufuiori

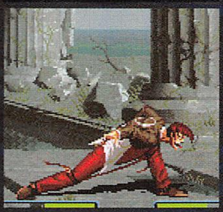


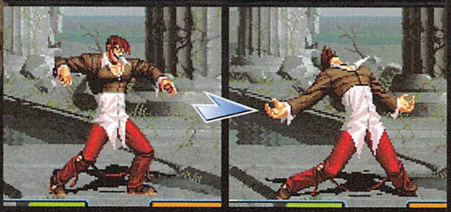
Due to the Orochi blood run amok, Iori is driven mad . With overwhelmingly high speed, he can overwhelm opponents simply by moving as he pleases. He is a character you should at least try moving once.

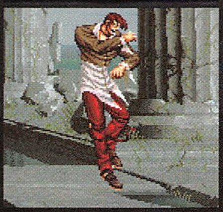

Face Pattern

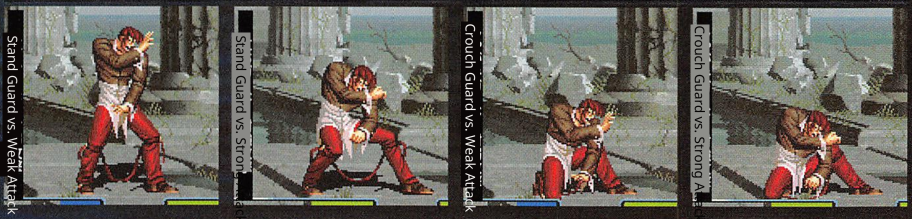

AC Button Color


B·D Button Color


Front Step


Taunt


Backstep

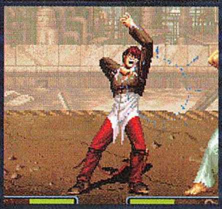

Guard

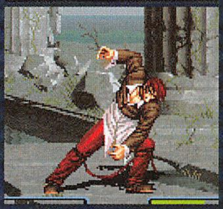
Stand Guard vs. Weak Attack

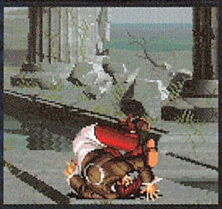
Stand Guard vs. Strong Attack

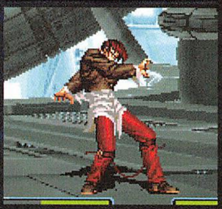
Crouch Guard vs. Weak Attack

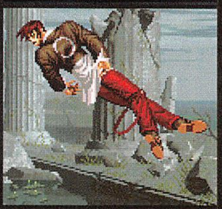
Crouch Guard vs. Strong Attack

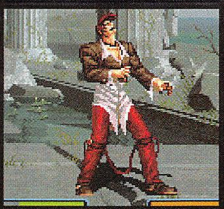

Throw Escape

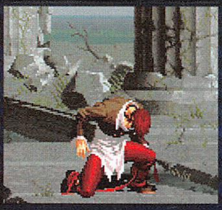

Usually throw failed

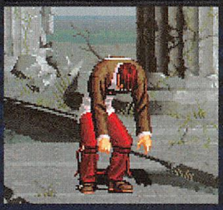

Get-up

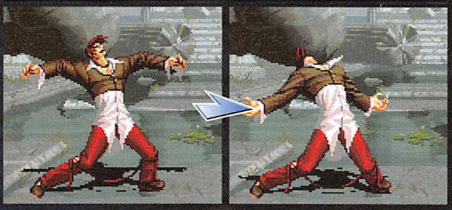

Guard Crush

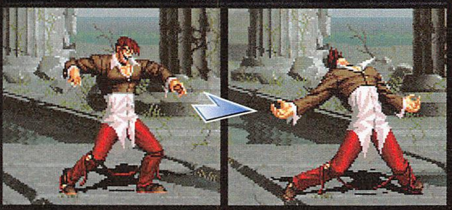

Spiral Knockback

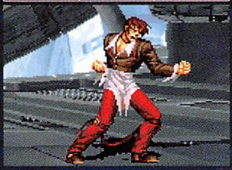
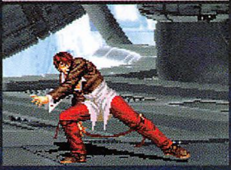
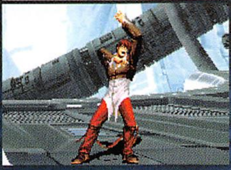
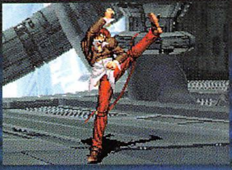
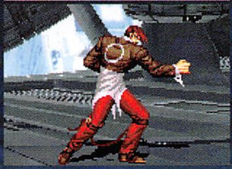
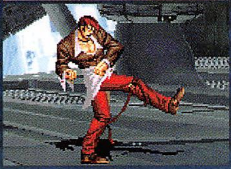
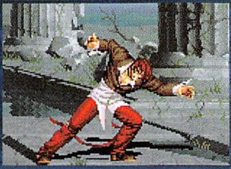
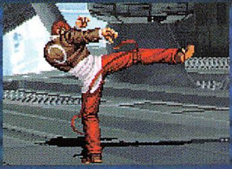
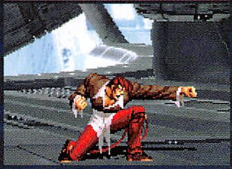
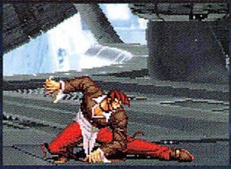
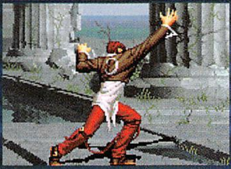
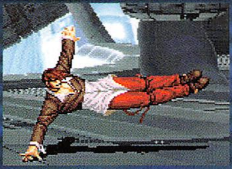
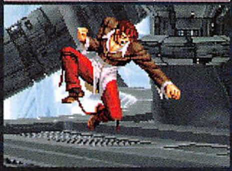
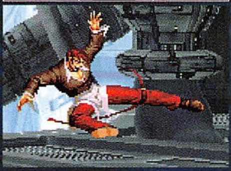
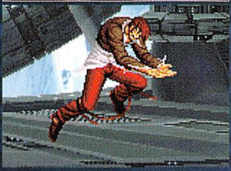
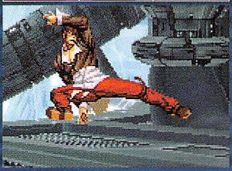
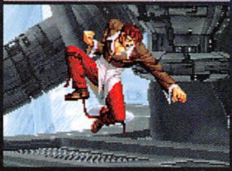
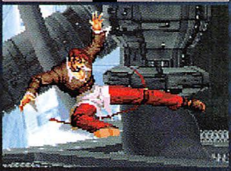
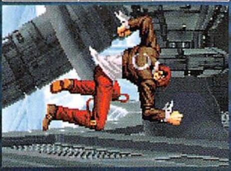
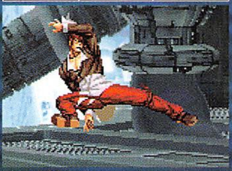

Stun


Defeated by Scrape


Loss by timeout


Intro Scene


Victory Pose

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: Standing / Crouching Cn: Link Special required 	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: Crouch | Cn: Chain Special 	Dm:17 C.Dm:25 Stn: 17 G.C:16 Guard: Stand/Crouch Cn: Special Must 	Dm:17 C.Dm:25 Stn:17 G.C:16 Gd: Standing/Crouching Cn:× 
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:9 | Gd: Stand/Crouch Cn: Chain 	Dm:7 C.Dm:8 Stn:7 G.C:9 Gd: Stand/Crouch Cn:× 	Dm:17 C.Dm:25 Stn:17 G.C:16 Gd:Standing/Crouching Cn:Super 	Dm:17 C.Dm:25 Stn:17 G.C:16 Gd: Standing/Crouching Cn:× 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd:Stand/Crouch Cn:Chain/Special/Cancel 	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: crouch Cn: linked special 	Dm:16 C.Dm:17 Stn:16 G.C:16 Gd:Standing/Crouching Cn:Special Move 	Dm:17 C.Dm:25 Stn:17 G.C:16 Gd:Crouch Cn:× 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:5 G.C:9 Gd: Stand Cn:× 	Dm:7 C.Dm: 8 Stn:7 G.C:9 Gd: Stand Cn:× 	Dm:17 C.Dm:25 Stn:17 G.C:16 Gd:Stand Cn:x 	Dm:17 C.Dm:25 Stn:17 G.C:16 Gd:Stand Cn:x 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:5 G.C:9 Gd: Stand Cn: hit 	Dm:7 C.Dm:8 Stn:7 G.C:9 Gd: Stand Cn:× 	Dm:17 C.Dm:25 Stn:17 G.C:16 Gd: Stand Cn:× 	Dm:17 C.Dm:25 Stn:17 G.C:16 Gd: Stand Cn:× 

Ground normal moves

The low attack crouching B can be canceled into various moves. On hit, use a cancel to connect to the light Aoiha (Weak Aoi Flower). Crouching D has fast startup and excellent reach, so you'll want to use it often, but be careful because if it is blocked you will frequently be punished. Close-range standing C tends to hit jumping opponents easily, making it useful when forcing a two-choice situation with strikes and the command throw Kogetsu (Kogetsu is the command throw).

Normal Jump Attacks

Note the differences in the visuals of the vertical jump C compared to Iori's version. Use it when you want to win aerial contests. Jump C is stronger downward than Iori's same move and tends to suppress low-profile moves. Also, the jump route is strong diagonally upward to the front, making it effective when you jump in expecting an air-to-air. Additionally, Jump A, even if used on the ascent, retains its hitbox through the descent.

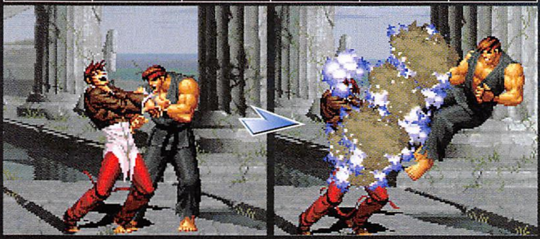
Throws / Special Moves / Other

➡+A can be canceled into a special move from both the first and second hits. When canceling the first hit, you need to input the command quickly. +B is a two-hit attack whose second hit is a mid but comes out late, making it easy to be blocked. In the air, +B can be used to attempt an overhead. Compared to Iori's version, this move has longer active frames and is stronger downward, so it is less likely to be intercepted by moves like crouching B.

投げ Hikiri Gine (Hikiri-gine)

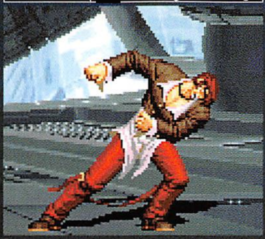
Approach and press A and B simultaneously

Dm:20	C.Dm:20	Stn:0	G.C:0	Guard: Throw Cn:×



Guard Cancel Attack

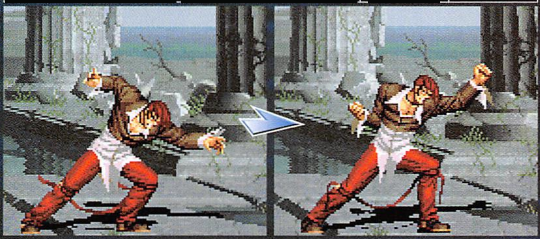
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Standing/Crouching	



[Special Gaishiki: Dream Bullet

➡+A · A

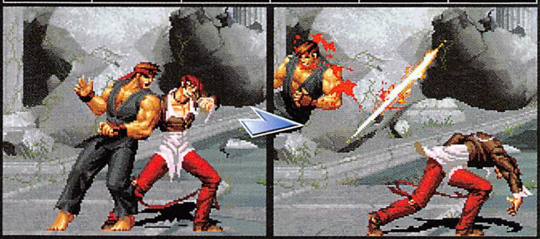
Dm:16(10)×2 C.Dm:20(13) Stn:16(10)×2 G.C:12(8)×2 Gd:Stand/Crouch Cn:必



Throw Reverse Skinning

Close in and press C and D simultaneously

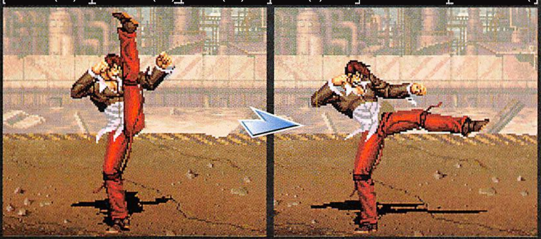
Dm:20	C.Dm:20	Stn:0	G.C:0	Gd:throw	Cn: hit



Special | Outer Style: Roaring Axe Yin "Grim Reaper"

➡+B

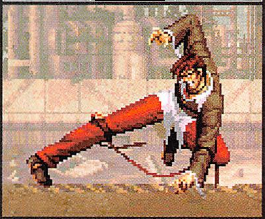
Dm: 14(10)×2 C.Dm: 18(13) Stn: 14(10)×2 G.C: 12(8)×2 Guard: Stand/Crouch→Stand (Stand/Crouch) Cancel: ×(×→Super)



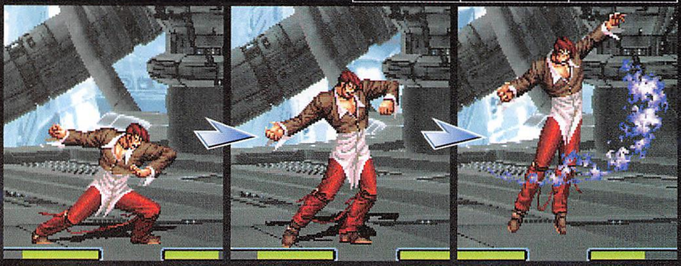
special 1 Outer Style: Yuri Fold

In mid-air +8

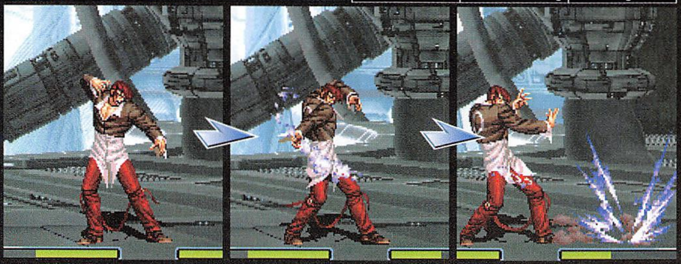
Dm:10	C.Dm:14	Stn:10
G.C:8	Gd: Standing/Crouching	



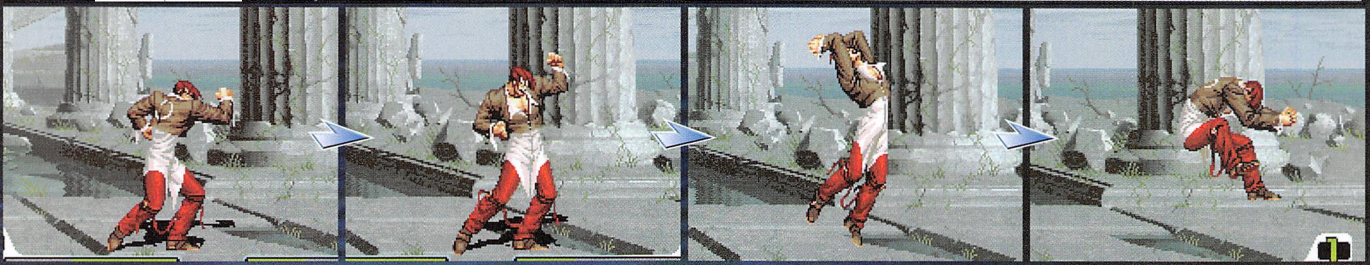
Special Move: Hyakushiki Oniyaki (Hundred Style Demon Bake)
+AorC
Dm: 18・16×3 C.Dm: 20・20 | Stn:8・8×3
G.C: 8.8×3 Guard: Stand/Crouch | Cn: do



Special Move Hundred and Eight Techniques: Yami Barai (Dark Purge)
+AorC
Dm:14 | C.Dm:20 | Stn:8
G.C:8 | Gd: Standing/Crouching | Cn: do

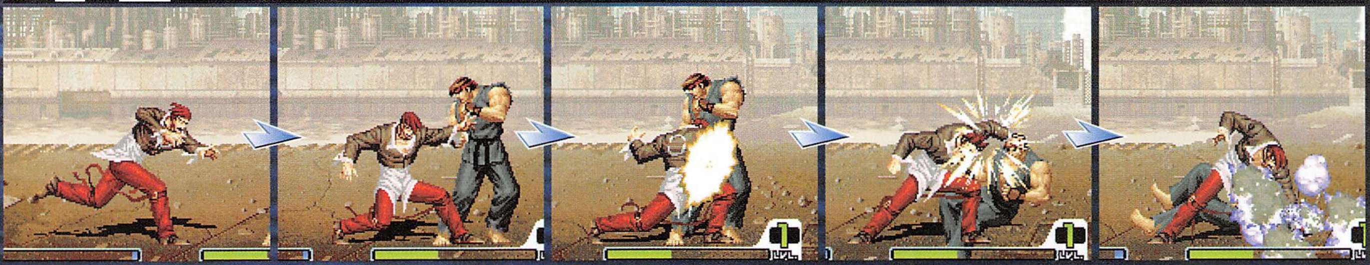


Special Move Technique No. 127 Flower
+A or C (input 3 times consecutively)
Dm: 8+8+13 C.Dm: 13, 13, 16 Stn: 8, 8, 13 | G.C:0 | Gd: Standing※/Crouching | Cn: Low, One, One

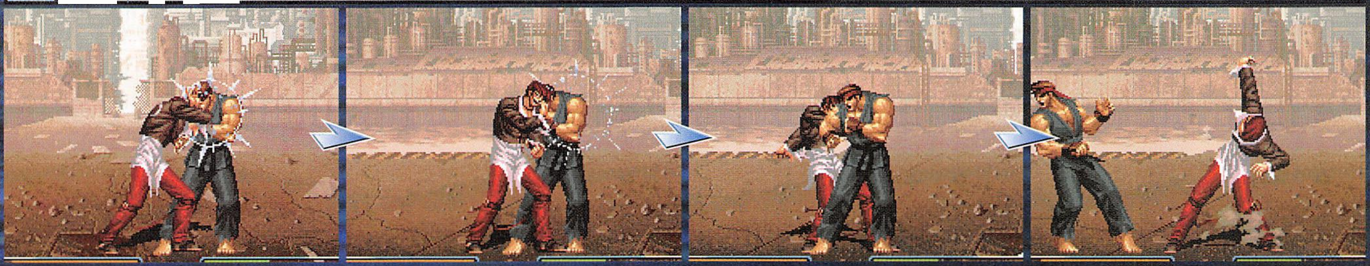


※The third hit's Gd is standing

Special Technique No・2 Moon Shadow
☆ Forward+Hold or Back or Down
Dm:11+0+14 | C.Dm:11, 0, 14 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn: do



Special Trash Wind
Close and press Forward + A or C
Dm:0 | C.Dm:0 | Stn:0 | G.C:0 | Gd:throw | Cn:—



●Hyakushiki Oni-yaki (Type 100 Demon Roast)

After briefly bending the body, this special move ascends with both hands spread while wrapped in purple flames. The weak version rises only a little, while the strong version rises to a considerable height.

The weak version does not have enough invincibility to be fully reliable, but its hitbox is fairly strong. The strong version, on the other hand, has invincibility lasting until after the attack's hitbox appears, so primarily use the strong version as an anti-air or interrupt move.

● Technique No. 108: Dark Sweep

A projectile in which purple flames crawl along the ground. The projectile speed differs between weak and strong: the weak is slow, the strong is quite fast. Because it crawls along the ground, it is easily jumped over and is less effective from far away. Use it against opponents moving at mid to close range or to catch zoning/spacing moves.

● Style 127: Aoi Flower

Sliding forward along the ground, this special move launches the opponent with a left-right uppercut combination, and finally you jump up and slam the opponent down with both hands. On hit the opponent cannot tech, allowing for wake-up pressure. The weak version covers a shorter distance but has faster startup, so it can be used in combos starting from weak attacks. The strong version travels farther but has slower startup, so it only links from strong attacks. Also, compared to Iori's version, its recovery is shorter, so at the corner you can, from the weak Aoi flower second hit, omit the third hit and instead hit the airborne opponent with a close standing C, for example.

●Kuzekaze

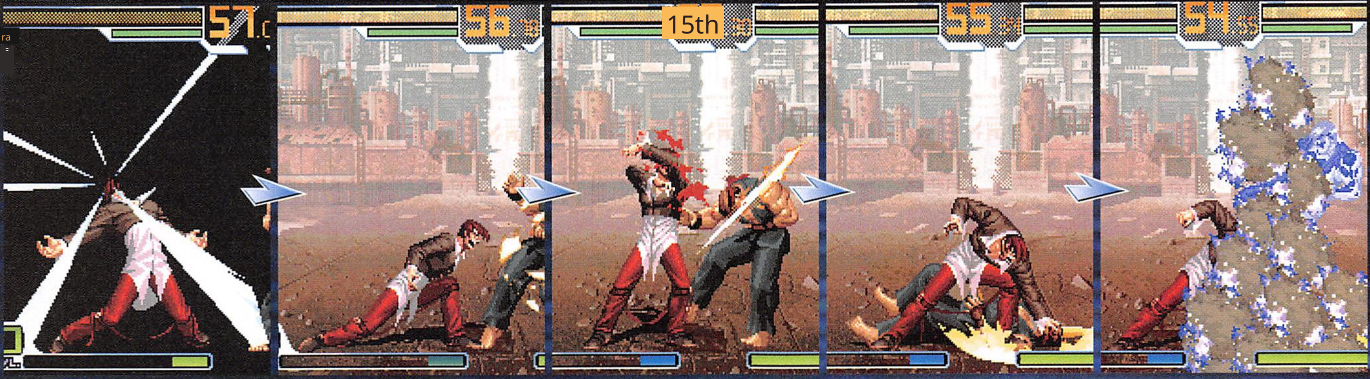
Drag the opponent into your embrace, leaving them defenseless in the rear

A command throw that pushes away. At the start, there is invincibility against strikes and grabs, but the invincibility ends just before the throw hitbox comes out. Like me, use that invincibility to evade an opponent's attack at the pivotal moment and then throw them, or avoid a jumping attack with the invincibility and land to finish with a throw, or use it to break their guard.

Also, since its startup is faster than Iori's same move, canceling into it from a light attack results in a combo (if the opponent is within throw range). From there, follow-up attacks allow you to land a front step into a crouching A, etc., so you can loop back into the Shoulder Wind again. However, because it is difficult, it is safer not to force it; instead, walk forward and then perform a close-range standing C → A → Strong Aoi Flower ×3.

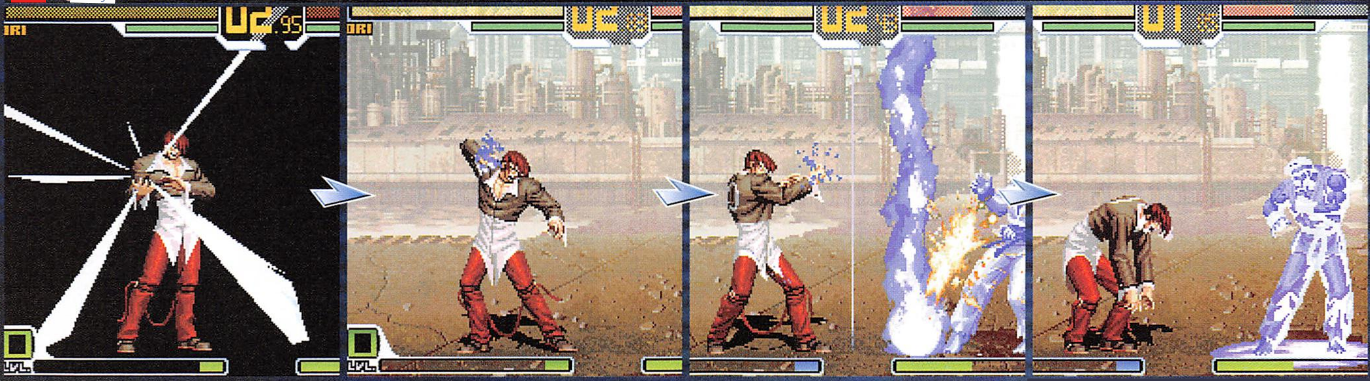
Super Finish Forbidden No.21 Style: Eight Elegant Woman
Move ⬇⬆✖⬅+AorC

Dm:1+1×8+12×4 | C.Dm:1, 1, 12 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:—



Super Finish Ura Hyaku Hachi Shiki: Eight Goblets
Alloy ⬅➡+AorC

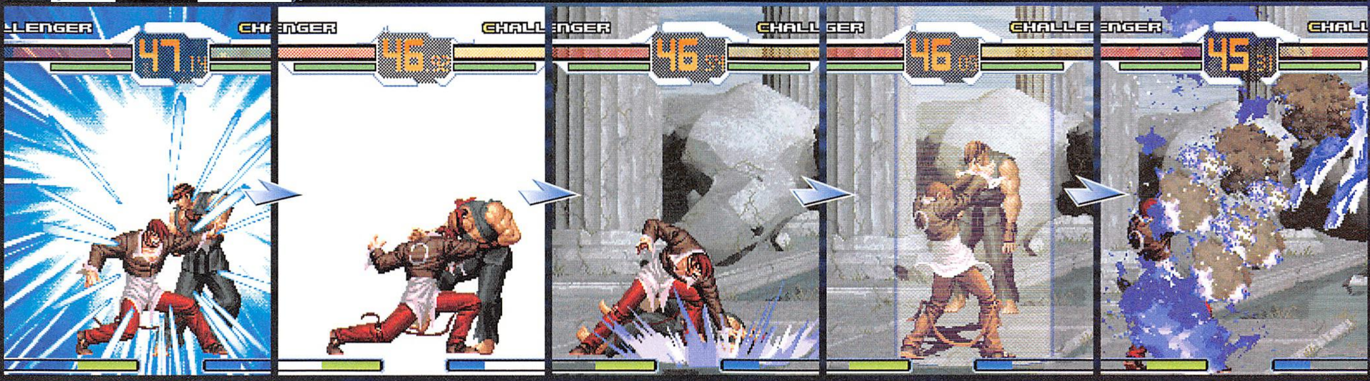
Dm:0+1×10(※) | C.Dm:1 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:—



※The number of hits decreases if the opponent repeatedly wiggles the lever a

EXCEED ? ? ? !
[Press Forward and BD Simultaneously]

Dm:8×15 | C.Dm:8 | Stn:0 | G.C:0 | Gd:throw | Cn:—



● Style Twenty-Two: Kinzuki's Shadow

This special move involves a quick dash followed by an elbow strike, grabbing the opponent's face and slamming them into the ground. The strong version travels a longer distance than the weak version and cannot be used to continue a combo from a close-range strong attack. Use it as a means of movement. ●Forbidden Technique 121·Hachijo

Performs a sliding rush attack along the ground; on hit, it locks the opponent and executes a flurry super move. The staging in the latter part differs from Iori's Yaehime.

Invincibility ends just before the attack hitbox appears, so it is not very suitable for interrupting. It is mainly used by incorporating it into combos starting from crouching B → +A. However, note that the combo of close-range standing C → +A → Yachiyo, which was possible with Iori, is limited to large characters.

Because the invincibility period ends, there are no hit boxes on parts of the body except near the feet, so it is also possible to pass under projectiles that travel through the air and then finish the move. ● Ura Hyaku-hachi-shiki: Hachishuppai

A super special move that drops purple flames continuously along the ground to the edge of the screen. Its startup is so slow that it cannot be linked even from a heavy attack, and it lacks reliable invincibility, but if it hits it can freeze the opponent's movement for a certain period. While the opponent is immobilized, their health is drained gradually, but they can speed up recovery by performing rapid lever inputs, so if you land a hit, quickly follow up with a combo.

Also, if you hold the button after entering the command, you can wait without executing the move for a certain time.

●? ? ? !

The command's execution has a grab hitbox that becomes activ げ。e immediately after the input, and the cinematic is very flashy —the image of lifting the opponent with both arms amid a pillar of fire looks somewhat my

You cannot avoid it by reacting to the screen going dark, so it can be used in various situations such as empty throws, guard breaks, and counterattacks after a GC Front Step. The range is somewhat wide; if canceled from two weak attacks at point-blank range, it becomes a combo.

Characters Section

IORI YAGAMI

Tsuki no Yoru Orochi no Chi ni Kurufuiori

CHARACTER VOICE LIST

We will unveil all characters' voices at once. The usual cast is gathered Although they are SNK members, the Mars People still stand out. I recommend taking the time to listen closely to his (?) voice at least once.

-SNK side-

VOICE ACTORS

Kyo Kusanagi: Masahiro Nonaka

Iori Yagami / Kunihiko Yasui

Terry Bogard: Satoshi Hashimoto

Mai Shiranui: Akoya Sogi

Kim Satoshi Hashimoto

Choi Bonge: Monster Maezuka

Ryo Sakazaki Masaki Usui

Kasumi Toudou Masae Yumi

Mr. Karate: Eiji Tsuda

Earthquake : Masaki Usui

Ganjin Genjūrō / Kong Kuwata

Color: Kaori Minami

Geinits Island Yoshinori

Geese Howard: Kong Kuwata

Mars People: ???

Tsuki no Yoru Orochi no Chiniku Ru
Iori: Kunihiko Yasui

Serious Mr. Karate
: Eiji Tsuda

Athena Nozomi Ito

Kyo Kusanagi

■Performance Voice■

Entrance	"Let's go!"
Appearance (for Tsurugi only)	"Now, shall we begin?"
Taunt	"Are you already taking a rest?"
Victory 1	"My~" "I won!"
Victory 2	"Heh heh" "You're burning, aren't you"
Light Damage	"Ugh"
Heavy Damage	"Guahts"
Throw Damage	"Ah"
Special Move Damage	"[illegible]"
Final Down	"Uowaaa"
Collapse Down	"Guu" "Aaaah"
Throw Escape	"Don't underestimate me"
Down Recovery	"Oh!"

■Attack Voice Lines■

Light Attack	"Huh"
Strong Attack	"Diyya!"
Guard Cancel Attack	"Don't underestimate me"
AB Throw	"Tua!"
CD Throw	"Orya!"
Outer-Style: Axe Yang	"[illegible]"
Outer-Style: Abyss Drop	"Hmph"
Eighty-Eight Style	"Kono!"
Hyakushiki Oniyaki (Hyakushiki Demon Roast)	"[illegible]"
R.E.D.KicK	"This way!"
Style No. 114 - Wild Bite	"The body is..." "So sweet!"
Style No. 128 - Nine Wounds	"They're not home!"
Style No. 127 - Eight Mackerel	"Wide open!"
Type 22 Tsukiyō	"Shh" "Burn~"
Hundred-Fifteenth Form: Poison Bite	"Take this!"
Hundred-Eighth Form: Great Serpent Scythe	"Haa" "Take this!"
One Hundred Eighty-Second Form	"With this" "I'll finish you off!"
Final Battle Secret Technique: Mu-Shiki	"I'll show you!" "The Fist of Kusanagi!"

Iori Yagami

■Performance Voice■

Entrance	"I'll make this quick for you."
Entrance (versus Kyō only)	"I'll take your life (flame) away!"
Taunt	"Are you afraid of me?"
Victory 1	"Fuh fuh fuh fuh" "Hahaha" "Haa-hahaha"
Victory 2	"Just die like that!"
Victory (for Kyō only)	"Burn away completely"
Damage	"Kuh"
Heavy Damage	"Huh"
Throw Damage	"Guh"
Special Move Damage	"Gage"
Final Down	"It won't end like this!"
Knee Collapse Down	"[illegible]... ooo... tsu"
Throw Escape	"Fool"
Down Recovery	"It's useless"

■Attack Voice Lines■

Light Attack	"Huh"
Strong Attack	"Hah"
AB Throw	"You're in my way!"
CD Throw	"Die!"
Guard Cancel Attack	"Hmph"
Outer-Style: Dream Bullet	"Huh"
Outer-Style: Roaring Axe—Shade	"Reaper" "Hah!"
Outer-Style: Lily Break	"[illegible]"
Hyaku-hasshiki: Dark Purge	"What's wrong!?"
Hyakushiki Oniyaki (Hyakushiki Demon Roast)	"[illegible]"
Twenty-Two Style Moon Shadow	"Gooooa!" "Die!"
Twenty-Seven Style	"Fuh" "Haa!"
Trash Wind	"Haaah!"
Style No. 31 Claw	"[illegible]"
Style No. 121 Wolf Eight	"The playtime is over!" "Cry, scream, and then" "Die!"
Hundred-Sixteenth Form: Hana	"Forever" "Uwahahaha!!"
Three Hundred Eleventh Form Folded-Claw Comb	"Here I go!" "Uooooh!!"
Blood Frenzy	"Kuuuu... Gaaa..." "Gaaaaa..."

Terry Bogard

■Performance Voice■

Entrance	"Get Ready?"
Entrance	"Hah!!"
Entrance (vs. Geese only)	"Geese!!"
Taunt	"Hey! come on! come on!"
Victory 1	"OK!"
Victory 2	"Stand up!"
Victory (vs. Geese only)	"All right!"
Light Damage	"Guh!"
Heavy Damage	"Gwah!"
Throw Damage	"Guah!"
Special Move Damage	"Whoa!"
Final Down	"Waaa!"
Knee-collapse Down	"Guh... Aaaah..."
Throw Escape	"Hah!"
Down Recovery	"Huh!"

■Attack Voice■

Light Attack	"Huh!"
Strong Attack	"Toya!"
AB Throw	"Tō!"
CD Throw	"Haa!"
Guard Cancel Attack	"Haa!"
Power Wave	"Lock you!"
Round Wave	"Good Luck!"
Burn Knuckle	"Burning!"
Power Dunk	"Beat up!"
Crack Shoot	"Kick bat!"
Rising Tackle	"Bingo!"
Power Geyser	"Go Burn!"
Triple Geyser	"Live Wire!"
High Angle Geyser	"Get up here!" 「Go Burn！」
Buster Wolf	"Are you ok !" "Buster Wolf!"
Rising Beat	"Beat up!" "One's power!"

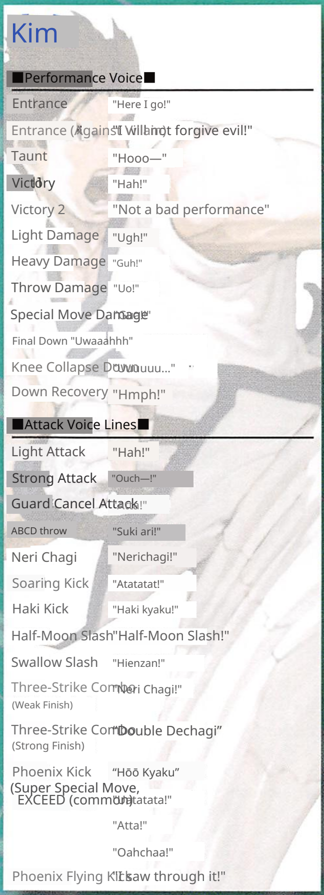
Mai Shiranui

■Performance Voice■

Entrance	"Now, let's begin"
Taunt	"Hey, hey~"
勝利1	"Yo! Number one in Japan!"
Victory 2	"Is that all you got?"
Light Damage	"Ugh"
Heavy Damage	"Kuu"
Throw Damage	"Ah"
Special Move Damage	"Kyaa"
Final Down	"Ah, Andy~"
Knee Collapse Down	"[illegible]se"
Down Recovery	"Hah"

■Attack Voice Lines■

Light Attack	"Eii!"
Strong Attack	"Yaa!"
Guard Cancel Attack	"Sore"
AB Throw	"Tō" "Ya!"
CD Throw	"Fūshaku Zushi"
Air throw	"Yumezakura!"
Dance of the Black Swallow	"Kokuen no Mai!"
Dance of the Crimson Crane	"[illegible] Mai!"
Flower-Butterfly Fan	"Kachō-sen"
Dragon Flame Dance	"Ryū-en-bu"
Little Night Dry Crow	"[illegible]"
Hissatsu Ninja Bee (Deadly Ninja Bee)	"Hissatsu Shinobi-bachi"
Dance of the White Egret	"Hakuro no Mai"
Dance of the Lone Eagle	"Koshū no Mai"
Musasabi Dance	"Musasabi no Mai"
Waterfowl Dance	"One, two, three"
Phoenix Dance	"Shiranui Extreme Secret Technique"
Super Fatal Bee	"Haaaaaaa" "Super Deadly Ninja Swarm"



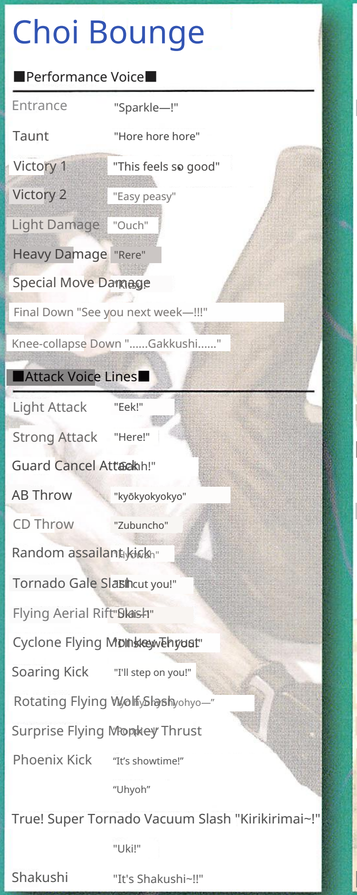
Kim

■Performance Voice■

Entrance	"Here I go!"
Entrance (Against	"I will not forgive evil!"
Taunt	"Hooo—"
Victory	"Hah!"
Victory 2	"Not a bad performance"
Light Damage	"Ugh!"
Heavy Damage	"Guh!"
Throw Damage	"Uo!"
Special Move Damage	[illegible]
Final Down	"Uwaaahhh"
Knee Collapse Down	[illegible]
Down Recovery	"Hmph!"

■Attack Voice Lines■

Light Attack	"Hah!"
Strong Attack	"Ouch—!"
Guard Cancel Attack	[illegible]
ABCD throw	"Suki ari!"
Neri Chagi	"Nerichagi!"
Soaring Kick	"Atatatat!"
Haki Kick	"Haki kyaku!"
Half-Moon Slash	"Half-Moon Slash!"
Swallow Slash	"Hienzan!"
Three-Strike Combo (Weak Finish)	"Neri Chagi!"
Three-Strike Combo (Strong Finish)	"Double Dechagi"
Phoenix Kick (Super Special Move, EXCEED (common))	"Hōō Kyaku"
	[illegible]
	"Atta!"
	"Oahchaa!"
Phoenix Flying Kick	"I saw through it!"



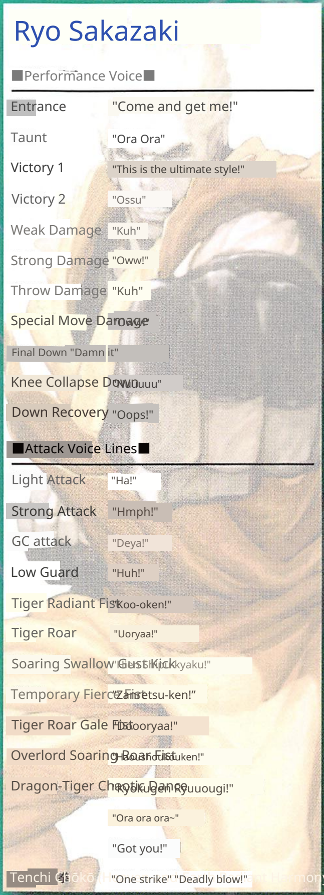
Choi Bounge

■Performance Voice■

Entrance	"Sparkle—!"
Taunt	"Hore hore hore"
Victory 1	"This feels so good"
Victory 2	"Easy peasy"
Light Damage	"Ouch"
Heavy Damage	"Rere"
Special Move Damage	[illegible]
Final Down	"See you next week—!!!"
Knee-collapse Down	"......Gakkushi......"

■Attack Voice Lines■

Light Attack	"Eek!"
Strong Attack	"Here!"
Guard Cancel Attack	[illegible]
AB Throw	"kyōkyokyokyo"
CD Throw	"Zubuncho"
Random assailant kick	[illegible]
Tornado Gale Slash	[illegible]
Flying Aerial Rift Slash	[illegible]
Cyclone Flying Monkey Thrust	[illegible]
Soaring Kick	"I'll step on you!"
Rotating Flying Wolf Slash	[illegible]
Surprise Flying Monkey Thrust	[illegible]
Phoenix Kick	"It's showtime!"
	"Uhyoh"
True! Super Tornado Vacuum Slash	"Kirikirimai~!"
	"Uki!"
Shakushi	"It's Shakushi~!!"



Ryo Sakazaki

■Performance Voice■

Entrance	"Come and get me!"
Taunt	"Ora Ora"
Victory 1	"This is the ultimate style!"
Victory 2	"Ossu"
Weak Damage	"Kuh"
Strong Damage	"Oww!"
Throw Damage	"Kuh"
Special Move Damage	[illegible]
Final Down	"Damn it"
Knee Collapse Down	[illegible]
Down Recovery	"Oops!"

■Attack Voice Lines■

Light Attack	"Ha!"
Strong Attack	"Hmph!"
GC attack	"Deya!"
Low Guard	"Huh!"
Tiger Radiant Fist	"Koo-oken!"
Tiger Roar	"Uoryaa!"
Soaring Swallow Gust Kick	[illegible]
Temporary Fierce Fist	"Zanretsu-ken!"
Tiger Roar Gale Fist	[illegible]
Overlord Soaring Roar Fist	[illegible]
Dragon-Tiger Chaotic Dance	[illegible]
	"Ora ora ora~"
	"Got you!"
Tenchi [illegible]	"One strike" "Deadly blow!"

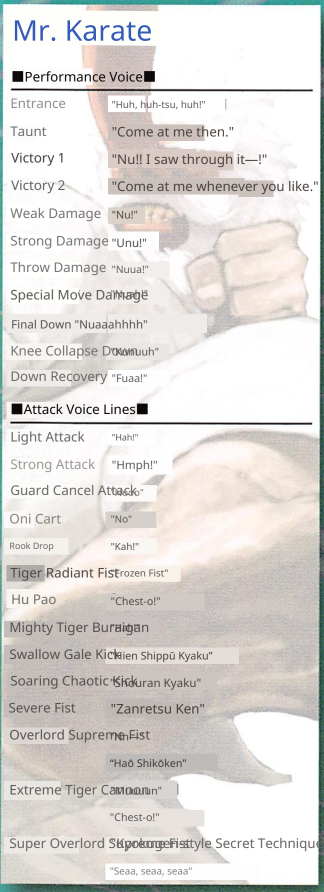
Kasumi Todoh

■Performance Voice■

Entrance	"Prepare yourself."
Taunt	"Bring it on"
Victory 1	"Again"
	"I won"
Victory 2	"Hah" "Ei!" "Yah!" "Torya!"
	"Phew~"
Weak Damage	"Ugh"
Strong Damage	"Aahn"
Throw Damage	"Ukk"
Special Move Damage	[illegible]
Final Down	"Aaaaahhh"
Knee Collapse Down	[illegible]
Throw Escape	"Too sweet!"
Down Recovery	"Huh"
Time-over loss	"Immature......"

■Attack Voice Lines■

Light Attack	"Hah"
Strong Attack	"Yah!"
Guard Cancel Attack	[illegible]
AB Throw	"Taah!"
CD Throw	"Yah!"
Elbow Pad	"Suki ariy!"
Repeated Hit	"Taah!"
Self-destructive Throw	[illegible]
Dragon Whirl Lance Strike	[illegible] "Torya!"
Mizunagashi	"Sore!" "Sore!" "Sore!"
Super Overlap Hit	[illegible] "Overlap (again)"
Shiranui	"Tōdō-style Secret Technique" "Ha
Mind's Eye: Kuzu Drop	[illegible] "Got it!"



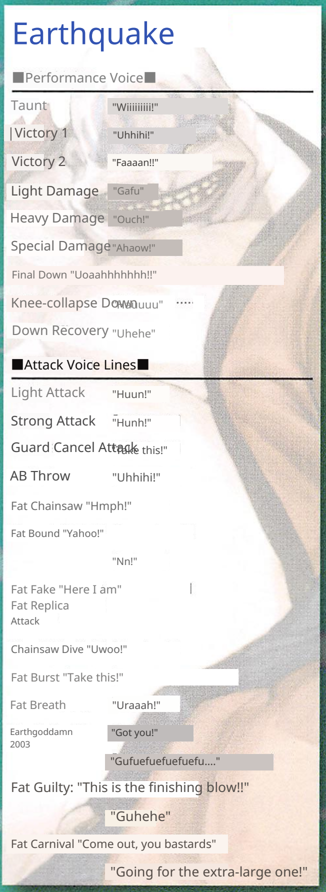
Mr. Karate

■Performance Voice■

Entrance	"Huh, huh-tsu, huh!"
Taunt	"Come at me then."
Victory 1	"Nu!! I saw through it—!"
Victory 2	"Come at me whenever you like."
Weak Damage	"Nu!"
Strong Damage	"Unu!"
Throw Damage	"Nuua!"
Special Move Damage	[illegible]
Final Down	"Nuaaahhhh"
Knee Collapse Down	[illegible]
Down Recovery	"Fuaa!"

■Attack Voice Lines■

Light Attack	"Hah!"
Strong Attack	"Hmph!"
Guard Cancel Attack	[illegible]
Oni Cart	"No"
Rook Drop	"Kah!"
Tiger Radiant Fist	[illegible]
Hu Pao	"Chest-o!"
Mighty Tiger Buraigan	[illegible]
Swallow Gale Kick	[illegible]
Soaring Chaotic Kick	[illegible]
Severe Fist	"Zanretsu Ken"
Overlord Supreme Fist	[illegible]
	"Haō Shikōken"
Extreme Tiger Cannon	[illegible]
	"Chest-o!"
Super Overlord S[illegible]	[illegible]
	"Seaa, seaa, seaa"



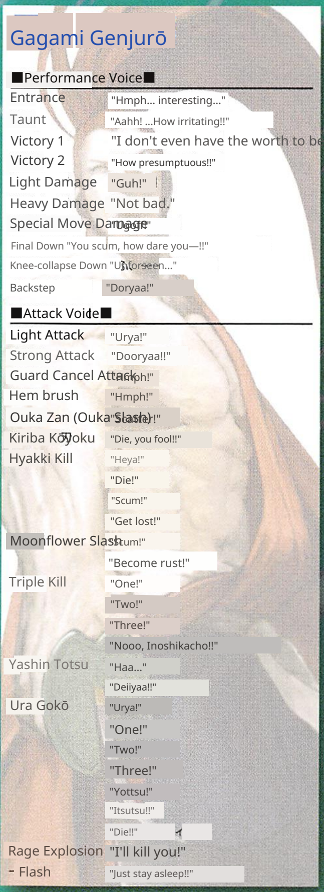
Earthquake

■Performance Voice■

Taunt	"Wiiiiiiiii!"
Victory 1	"Uhhihi!"
Victory 2	"Faaaan!!"
Light Damage	"Gafu"
Heavy Damage	"Ouch!"
Special Damage	"Ahaow!"
Final Down	"Uoaahhhhhhh!!"
Knee-collapse Down	[illegible]
Down Recovery	"Uhehe"

■Attack Voice Lines■

Light Attack	"Huun!"
Strong Attack	"Hunh!"
Guard Cancel Attack	[illegible]
AB Throw	"Uhhihi!"
Fat Chainsaw	"Hmph!"
Fat Bound	"Yahoo!"
	"Nn!"
Fat Fake	"Here I am"
Fat Replica Attack	
Chainsaw Dive	"Uwoo!"
Fat Burst	"Take this!"
Fat Breath	"Uraaah!"
Earthgoddamn 2003	"Got you!"
	"Gufuefuefuefuefu...."
Fat Guilty:	"This is the finishing blow!!"
	"Guhehe"
Fat Carnival	"Come out, you bastards"
	"Going for the extra-large one!"



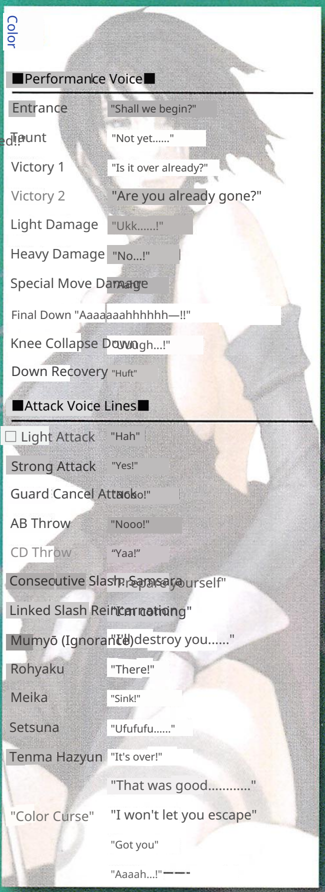
Gagami Genjurō

■Performance Voice■

Entrance	"Hmph... interesting..."
Taunt	"Aahh! ...How irritating!!"
Victory 1	"I don't even have the worth to be killed!!"
Victory 2	"How presumptuous!!"
Light Damage	"Guh!"
Heavy Damage	"Not bad."
Special Move Damage	[illegible]
Final Down	"You scum, how dare you—!!"
Knee-collapse Down	[illegible]
Backstep	"Doryaa!"

■Attack Voice■

Light Attack	"Urya!"
Strong Attack	"Dooryaa!!"
Guard Cancel Attack	[illegible]
Hem brush	"Hmph!"
Ouka Zan (Ouka Slash)	[illegible]
Kiriba Kōyoku	"Die, you fool!!"
Hyakki Kill	"Heya!"
	"Die!"
	"Scum!"
	"Get lost!"
Moonflower Slash	[illegible]
	"Become rust!"
Triple Kill	"One!"
	"Two!"
	"Three!"
	"Nooo, Inoshikacho!!"
Yashin Totsu	"Haa..."
	"Deiiyaa!!"
Ura Gokō	"Urya!"
	"One!"
	"Two!"
	"Three!"
	"Yottsu!"
	"Itsutsu!!"
	"Die!!"
Rage Explosion - Flash	"I'll kill you!"
	"Just stay asleep!!"



Color

■Performance Voice■

Entrance	"Shall we begin?"
Taunt	"Not yet......"
Victory 1	"Is it over already?"
Victory 2	"Are you already gone?"
Light Damage	"Ukk......!"
Heavy Damage	"No...!"
Special Move Damage	[illegible]
Final Down	"Aaaaaaahhhhhh—!!"
Knee Collapse Down	[illegible]
Down Recovery	"Huh"

■Attack Voice Lines■

☐ Light Attack	"Hah"
Strong Attack	"Yes!"
Guard Cancel Attack	[illegible]
AB Throw	"Nooo!"
CD Throw	"Yaa!"
Consecutive Slash Samsara	[illegible]
Linked Slash Reincarnation	[illegible]
Mumyō (Ignorance)	[illegible]
Rohyaku	"There!"
Meika	"Sink!"
Setsuna	"Ufufufu......"
Tenma Hazyun	"It's over!"
	"That was good..........."
"Color Curse"	"I won't let you escape"
	"Got you"
	"Aaaah...!"——

※庵、Refers to Earthquake, Genjūrō (Genjuro), Geese, Gennits (Geinits? — likely Geinits), Raging Iori, Python, Balrog, Vega, Demitri, and Red Arremer.

Ge-Nitz

■ Production Sound Graphics

Entrance	"Now, pray to God"
Taunt	"That's lukewarm, isn't it?"
Win 1	"Not there yet, huh?"
Win 2	"Know your place."
Light Damage	"Ugh!"
Heavy Damage	"Ugh!"
Throw Damage	"Muu!"
Special Move Damage	"Mun!"
Final Down	"Uoooooh!"
Knee Collapse Down	"Impossible"
Throw Escape	"Fuun!"
Down Recovery	"Fufufuf!"

■Attack Voice Lines■

Light Attack	"Huh!"
Strong Attack	"Hmph!"
Guard Cancel Attack	"Fuun!"
AB Throw	"Mun"
CD Throw	"Hahaha!"
ĒHOKA33 (yonokaze)	"Is it here!?"
VANGYEO TOKOBUSU (wanhyō tokobuse)	"How is it!?""
VANGE MAMETSU (wanhyō mametsu)	"How is it!?""
ETA (Hyōga)	"You're late, aren't you?"
CHAONXAHA C3MPAH (shin aoi hanaseiran)	"Hmph" "Ha" "How is it!?"
Yamidokoku (yamidokoku)	"Farewell."
Fūjin Ibuki (fūjin ibuki)	"Now" "Already" "Sleep."
Shin Yao Otome XNCCKOKY (shinyaotome jissou koku)	"This is divine punishment."

Geese Howard

■Performance Voice■

Entrance	"You reprocess to me!"
Taunt	"come on!"
Victory	"You're not worth my disgust!"
Victory 2	"What a waste of time!"
Weak Damage	"Mmph!"
Strong Damage	"Guh!"
Throw Damage	"N'o!"
Special move damage:	"Gwah!"
Final down:	"Nuoaaa!"
Knee-collapse Down	"Gwu...... Oaaaah!"
Throw Escape	"Wheah!!"
Down Recovery	"Hmph!"

■ Attack vocalization

Light Attack	"Ha!"
Strong Attack	"Toaah!"
AB Throw	"Hmph!"
CD Throw	"Haaah!"
Guard Cancel Attack	"Wheah!!"
Immovable Life-and-Death Inner Fist	"Wheah!!"
Thunderlight Spinning Kick	"Toaah!"
Raging Wind Fist	"Reppūken!!"
Double Retsufūken	"Double Reppūken!!"
Shippūken	"Shippūken!!"
Soaring Sun Disc Slash	"Hmph!"
Evil Shadow Fist	"Jaeiken!!"
High-level parry throw	"Gah, useless !"
Middle-level counter grab	"Gah, useless !"
Low-level counter strike	"Hmph!" "Pinhead!"
Thunderwave Throw	"Die!" "Forever!"
Raging Storm	"RAGING STORM!!"
Rashōmon	"Haaaaaaah!" "Hmph!!"
Deadly Rave	"Deadly Rave!!" "Haaaaa" "Hah!"

Mars People

■Performance Voice■

Entrance	(Cannot be verbalized)
Taunt	(Cannot be verbalized)
Victory 1	(Cannot be verbalized)
Victory 2	(Cannot be verbalized)
Light Damage	"Vut"
Heavy Damage	"Vii"
Throw damage	"Vā"
Special move damage	"Vaa"
Final down	"Viiii—"
Down Recovery	"Viiit"

■Performance Voice■

Light Attack	"Vi"
Strong Attack	"Vei"
Guard Cancel Attack	"Vaa"
AB Throw	"Vi"
CD Throw	"Vei"
Mars Shot	"Viiit"
AREA 801	"Viiit"
Plasma Spin	(indescribable in words)
Roswell Punish	"Vii!"

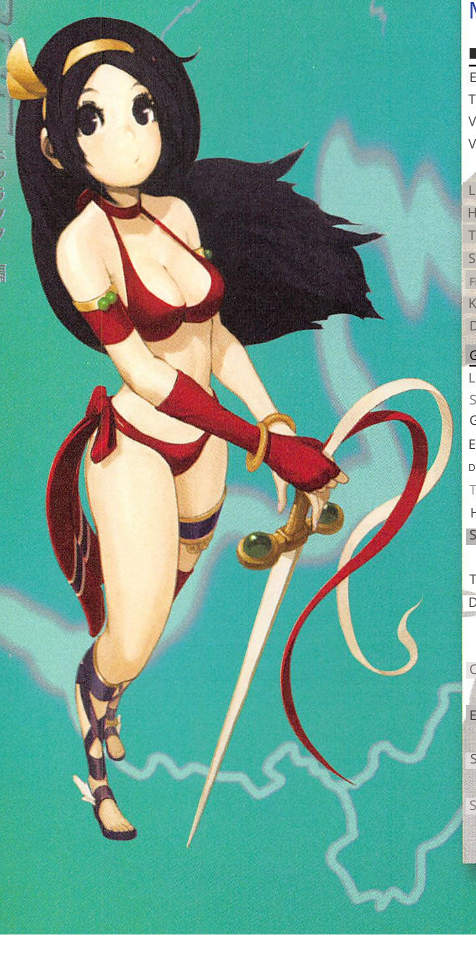
Tsuki no Yoru Orochi no Chiniku Rufiori

■Performance Voice■

Entrance	"Shaaaaaaahhh!!"
Entrance (for Kyo only)	"Kyo!!"
Taunt	"Guuooohhh!!"
Victory	"Shaaaaaaahhh!!"
Victory 2	"Goooooo...!"
Light Damage	"Ugh"
Heavy Damage	"Hya!"
Throw Damage	"Vah!"
Special Move Damage	"Nggh"
Final Down	"Gaaaaaaah!!"
Knee Collapse Down	"Gwugaaa... Aaa...tsu"
Throw Escape	"Fugaah!"
Down Recovery	"Fuoh!"

■Attack Voice Lines■

Light Attack	"Feh!"
Strong Attack	"Fuoaa!"
AB Throw	"Gaaaaa!"
CD Throw	"Fouuu!"
Guard Cancel Attack	"Goooooo!"
Gaishiki: Dream Bullet	"Fuoaa!"
Gai-style · Roaring Axe Shade "Shinigami"	"Guaaa!"
Gai-style · Lily Fold	"Shaaa!"
108th Style · Darkness Sweep	"Kiie!"
Hyakushiki Yaki	"Faaa!"
22nd Style ·琴月 陰	"Uuuu!" "Aaaah!"
Type 127: Flower	"NuoOOO!" "Fugaah!" "Hiyyaaa!"
Trash Wind	"Hooaaa!"
1021 Style Yame	"Guaaah!" "Whoa!" "Woooo!"
Back One Hundred Eight Style Eight Sake Cups	"Guaaaa!" "Fooooo!" "Eek!"
？？？！	"Uuuuuuuuuutsutsu!!" "Gaaaaaa!!"



Mr. Karate in Serious Mode

■Performance Voice■

Entrance	"Muuuu— —n"
Taunt	"Ora Ora"
Victory 1	"Noooo!"
Victory 2	"Unless you master the Haō Shōkōken, you cannot possibly defeat me"
Light Damage	"Nu!"
Heavy Damage	"Nuuah"
Throw Damage	"Nuoootsu"
Special Move Damage	"Nuguu"
Final Down	"Gnuuuu"
Knee Collapse Down	"Fun—, I wasn't careful."
Down Recovery	"Fuaaah!"

Graphic attack system sound graphic

Light Attack	"Hah!"
Strong Attack	"Hah!"
Guard Cancel Attack	"Sei"
Evade Attack	"Hmph!"
Ducking Attack	"Hah"
Tiger Radiant Fist	"Hmm!"
Hu Pao	"Muun!"
Soaring Swallow Gust Kick	"Hu!" "Hah!"
Temporary Fierce Fist	"Ush!"
Demon God	"Munn" "Hah" "Tō!"
Overlord Supreme Fist	"Nn—" "Iyaaah!"
Extreme Tiger Roar	"Muuuun" "Hah!"
Super Overlord Supreme Fist	"Su—" "Seaa, seaa, seaa—"
Super Dragon Tiger Chaos	"Secret Technique" "Nun" "Seeeaaaahhhhh"

Athena

■Performance Voice■

Entrance	"Now, it's the finale!"
Taunt	"Heave-ho!"
Victory	"Good work."
Light Damage	"Hau!"
Heavy Damage	"Iyan!"
Special Move Damage	"Kyaa!"
Final Down	"So frustrating~~~!"
Knee Collapse Down	"Something like this... could this be...?"
Down Recovery	"Heave-ho"

■Attack Voice Lines■

Light Attack	"Hah!"
Strong Attack	"Seya!"
Guard Cancel Attack	"Fuaaah!" !
ABCD throw	"Teyah!"
Sliding	"Yaah!"
Heaven's Gate	"Uru"
Poseidon Rage	"Tierra"
Milk Crown	"Rei"
end of the TRIP OF NIGHT	"Kepri"
BOW OF JUDGMENT	"Hamad Ryuasu"
Pegasus☆Fantasy	"Ixion"

Announcement

■Performance Voice■

"BATTLE 'TIL YOU DROP!"

"NO ESCAPE!"

"ALL OR NOTHING !"

"FIGHT!!"

"K.O.!!"

"DOUBLE K.O.!!"

"IT'S A TIE!"

"TIME'S UP!"

"YOU WIN!!"

"CONTINUE?"

"HERE COMES A CHALLENGER!"

"SVC CHAOS SNK VS. CAPCOM"

"SELECT A CHALLENGER!"

"COME ON!!"

"JUST PUNCH IT, BABY!"

"NO WAY OUT!"

"IT'S ALL OR NOTHING!"

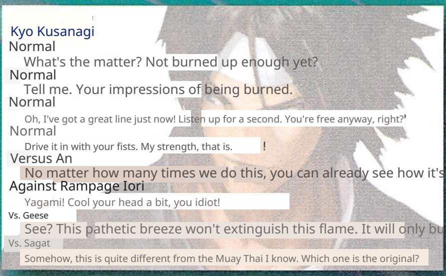
「PLAY IN REAL EARNEST」

"CONGRATULATIONS!!"

WINNING MESSAGE

Collection of Victory Messages

Revealing all of SNK's victory messages for every character, including two boss-only CPU characters. The numerous subtle messages aimed at Dan are especially worth a look!?

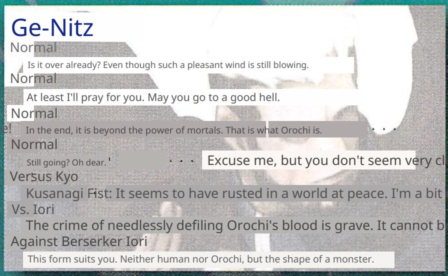


Kyo Kusanagi

Normal
What's the matter? Not burned up enough yet?
Normal
Tell me. Your impressions of being burned.
Normal
Oh, I've got a great line just now! Listen up for a second. You're free anyway, right?'
Normal
Drive it in with your fists. My strength, that is. !
Versus An
No matter how many times we do this, you can already see how it's going to end, right? Yagami.
Against Rampage Iori
Yagami! Cool your head a bit, you idiot!
Vs. Geese
See? This pathetic breeze won't extinguish this flame. It will only burn all the more fiercely.
Vs. Sagat
Somehow, this is quite different from the Muay Thai I know. Which one is the original?

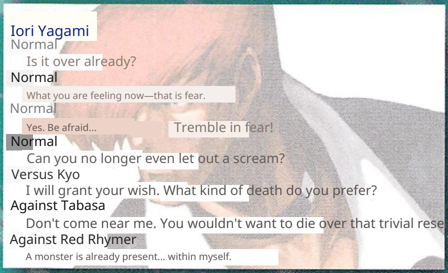
Ryo Sakazaki

Normal
There is no defeat in the Kyokugen style!
Normal
Hey, when the sparring's over you could at least show some manners.
Normal
Sorry. I make my living doing this. If I lose, there's no tomorrow for me!
Normal
You've got good taste! How about it? Want to retrain at my dojo?
Versus Mars People, Tabasa, Dimitri
There are all kinds of strange people in the world.
Vs. Mr. Karate — True Karate
It's about time you start thinking about your age...
Vs. Dan
...S-sorry. I got carried away. Hey, are you really all right?



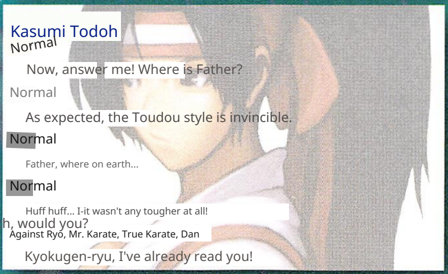
Ge-Nitz

Normal
Is it over already? Even though such a pleasant wind is still blowing.
Normal
At least I'll pray for you. May you go to a good hell.
Normal
In the end, it is beyond the power of mortals. That is what Orochi is. · · ·
Normal
Still going? Oh dear.' · · · Excuse me, but you don't seem very clever.
Versus Kyo
Kusanagi Fist: It seems to have rusted in a world at peace. I'm a bit underwhelmed.
Vs. Iori
The crime of needlessly defiling Orochi's blood is grave. It cannot be atoned for even with y
Against Berserker Iori
This form suits you. Neither human nor Orochi, but the shape of a monster.



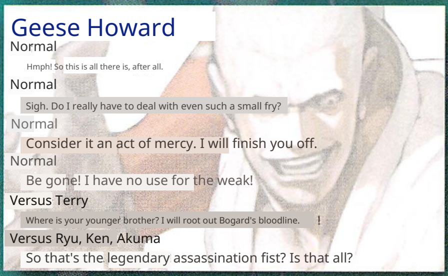
Iori Yagami

Normal
Is it over already?
Normal
What you are feeling now—that is fear.
Normal
Yes. Be afraid... Tremble in fear!
Normal
Can you no longer even let out a scream?
Versus Kyo
I will grant your wish. What kind of death do you prefer?
Against Tabasa
Don't come near me. You wouldn't want to die over that trivial research, would you?
Against Red Rhymer
A monster is already present... within myself.



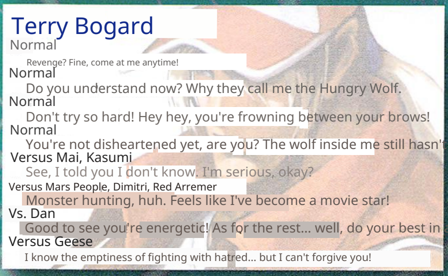
Kasumi Todoh

Normal
Now, answer me! Where is Father?
Normal
As expected, the Toudou style is invincible.
Normal
Father, where on earth...
Normal
Huff huff... I-it wasn't any tougher at all!
Against Ryo, Mr. Karate, True Karate, Dan
Kyokugen-ryu, I've already read you!



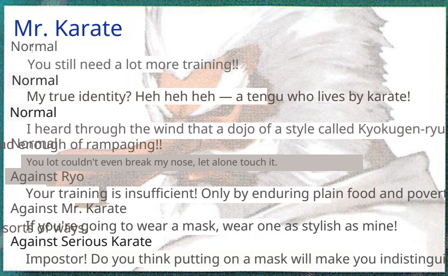
Geese Howard

Normal
Hmph! So this is all there is, after all.
Normal
Sigh. Do I really have to deal with even such a small fry?
Normal
Consider it an act of mercy. I will finish you off.
Normal
Be gone! I have no use for the weak!
Versus Terry
Where is your younger brother? I will root out Bogard's bloodline. !
Versus Ryu, Ken, Akuma
So that's the legendary assassination fist? Is that all?



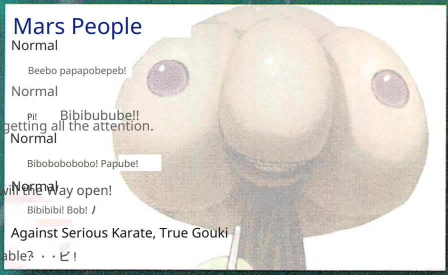
Terry Bogard

Normal
Revenge? Fine, come at me anytime!
Normal
Do you understand now? Why they call me the Hungry Wolf.
Normal
Don't try so hard! Hey hey, you're frowning between your brows!
Normal
You're not disheartened yet, are you? The wolf inside me still hasn't had enough of rampaging!!
Versus Mai, Kasumi
See, I told you I don't know. I'm serious, okay?
Versus Mars People, Dimitri, Red Arremer
Monster hunting, huh. Feels like I've become a movie star!
Vs. Dan
Good to see you're energetic! As for the rest... well, do your best in all sorts of ways.
Versus Geese
I know the emptiness of fighting with hatred... but I can't forgive you!



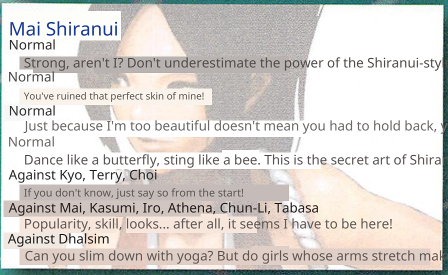
Mr. Karate

Normal
You still need a lot more training!!
Normal
My true identity? Heh heh heh — a tengu who lives by karate!
Normal
I heard through the wind that a dojo of a style called Kyokugen-ryu is getting all the attention.
Normal
You lot couldn't even break my nose, let alone touch it.
Against Ryo
Your training is insufficient! Only by enduring plain food and poverty will the way open!
Against Mr. Karate
If you're going to wear a mask, wear one as stylish as mine!
Against Serious Karate
Impostor! Do you think putting on a mask will make you indistinguishable?



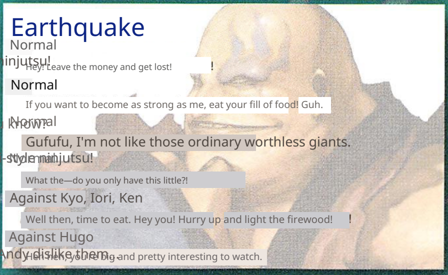
Mars People

Normal
Beebo papapobepeb!
Normal
Pi! Bibibubube!!
Normal
Bibobobobobo! Papube!
Normal
Bibibibi! Bob! /
Against Serious Karate, True Gouki
・・・ヒ!



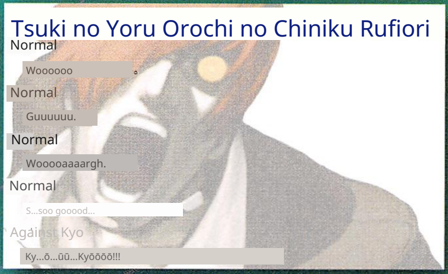
Mai Shiranui

Normal
Strong, aren't I? Don't underestimate the power of the Shiranui-style ninjutsu!
Normal
You've ruined that perfect skin of mine!
Normal
Just because I'm too beautiful doesn't mean you had to hold back, you know?
Normal
Dance like a butterfly, sting like a bee. This is the secret art of Shiranui-style ninjutsu!
Against Kyo, Terry, Choi
If you don't know, just say so from the start!
Against Mai, Kasumi, Iro, Athena, Chun-Li, Tabasa
Popularity, skill, looks... after all, it seems I have to be here!
Against Dhalsim
Can you slim down with yoga? But do girls whose arms stretch make Andy dislike them...



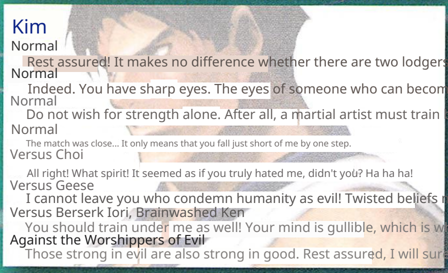
Earthquake

Normal
Hey! Leave the money and get lost! !
Normal
If you want to become as strong as me, eat your fill of food! Guh.
Normal
Gufufu, I'm not like those ordinary worthless giants.
What the—do you only have this little?!
Against Kyo, Iori, Ken
Well then, time to eat. Hey you! Hurry up and light the firewood! !
Against Hugo
Heh heh, you're big and pretty interesting to watch.



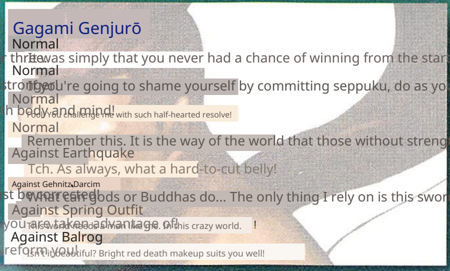
Tsuki no Yoru Orochi no Chiniku Rufiori

Normal
Woooooo 。
Normal
Guuuuuu.
Normal
Wooooaaaargh.
Normal
S...soo gooood...
Against Kyo
Ky...ō...ūū...Kyōōōō!!!



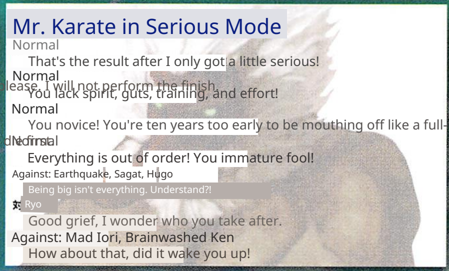
Kim

Normal
Rest assured! It makes no difference whether there are two lodgers or three.
Normal
Indeed. You have sharp eyes. The eyes of someone who can become stronger.
Normal
Do not wish for strength alone. After all, a martial artist must train both body and mind!
Normal
The match was close... It only means that you fall just short of me by one step.
Versus Choi
All right! What spirit! It seemed as if you truly hated me, didn't you? Ha ha ha!
Versus Geese
I cannot leave you who condemn humanity as evil! Twisted beliefs must be corrected!
Versus Berserk Iori, Brainwashed Ken
You should train under me as well! Your mind is gullible, which is why you are taken advantage of!
Against the Worshippers of Evil
Those strong in evil are also strong in good. Rest assured, I will surely reform you!



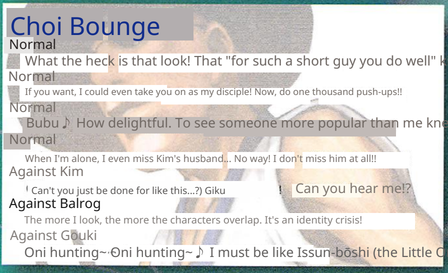
Gagami Genjurō

Normal
It was simply that you never had a chance of winning from the start.
Normal
If you're going to shame yourself by committing seppuku, do as you please. I will not perform the finish.
Normal
Fool! You challenge me with such half-hearted resolve!
Normal
Remember this. It is the way of the world that those without strength die first.
Against Earthquake
Tch. As always, what a hard-to-cut belly!
Against Gehnitz, Darcim
What can gods or Buddhas do... The only thing I rely on is this sword!
Against Spring Outfit
This world needs a man like me. In this crazy world. !
Against Balrog
Isn't it beautiful? Bright red death makeup suits you well!



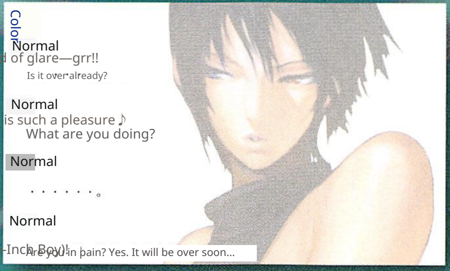
Mr. Karate in Serious Mode

Normal
That's the result after I only got a little serious!
Normal
You lack spirit, guts, training, and effort!
Normal
You novice! You're ten years too early to be mouthing off like a full-fledged person!
Normal
Everything is out of order! You immature fool!
Against: Earthquake, Sagat, Hugo
Being big isn't everything. Understand?!
対 Ryo
Good grief, I wonder who you take after.
Against: Mad Iori, Brainwashed Ken
How about that, did it wake you up!



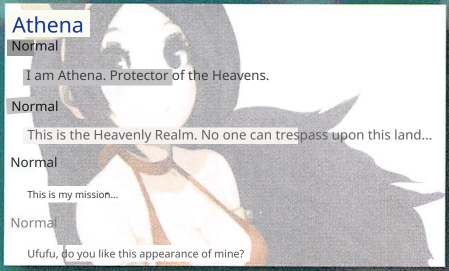
Choi Bounge

Normal
What the heck is that look! That "for such a short guy you do well" kind of glare—grr!!
Normal
If you want, I could even take you on as my disciple! Now, do one thousand push-ups!!
Normal
Bubu♪ How delightful. To see someone more popular than me kneel is such a pleasure♪
Normal
When I'm alone, I even miss Kim's husband... No way! I don't miss him at all!!
Against Kim
' Can't you just be done for like this...?) Giku ! Can you hear me!?
Against Balrog
The more I look, the more the characters overlap. It's an identity crisis!
Against Gouki
Oni hunting~ Oni hunting~♪ I must be like Issun-bōshi (the Little One-Inch Boy)!



Color

Normal
Is it over already?
Normal
What are you doing?
Normal
・・・・・・。
Normal
Are you in pain? Yes. It will be over soon...



Athena

Normal
I am Athena. Protector of the Heavens.
Normal
This is the Heavenly Realm. No one can trespass upon this land...
Normal
This is my mission...
Normal
Ufufu, do you like this appearance of mine?

Characters

Characters Section

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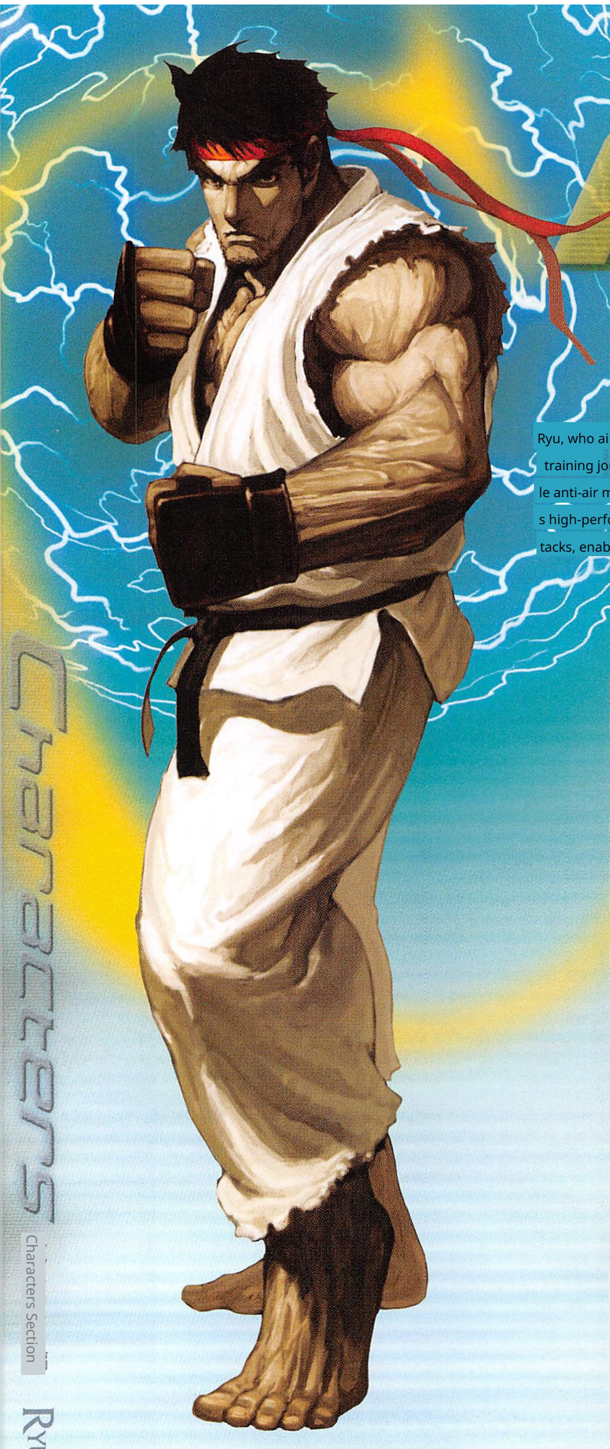
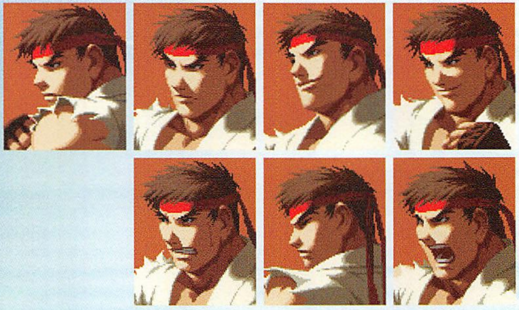
* Refers to Earthquake, Genjūrō Geese, Gennits, Berserk Iori, Bison, Balrog, Vega, Demitri, and Red Armor.



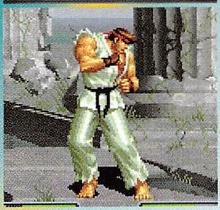
Ryu

Ryu, who aims to be a true martial artist, continues his training journey. He possesses projectiles, an invincible anti-air move, and standard special moves, as well as high-performance zoning techniques and surprise attacks, enabling not only passive waiting but also proactive combat.

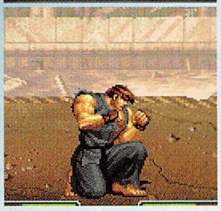
Face Pattern



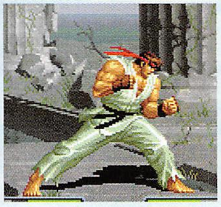
AC Button Color



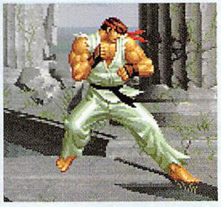
BD Button Color



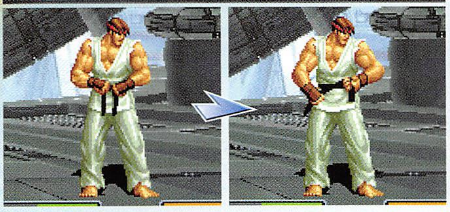
Front Step



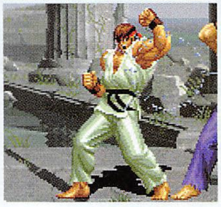
Backstep



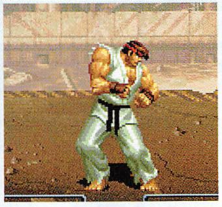
Taunt



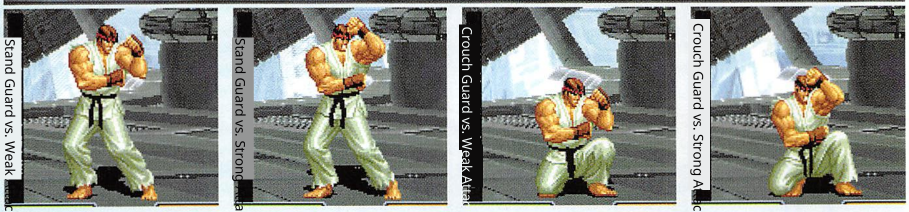
Throw Escape



Usually throw failed



Guard



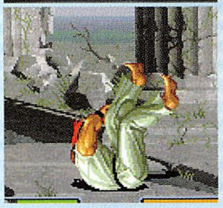
Stand Guard vs. Weak Attack

Stand Guard vs. Strong Attack

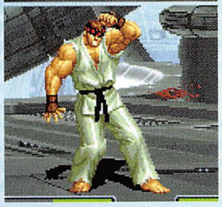
Crouch Guard vs. Weak Attack

Crouch Guard vs. Strong Attack

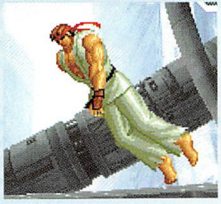
Get-up



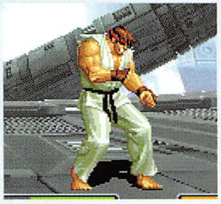
Guard Crush



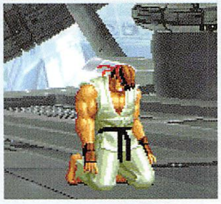
Spiral Knockback



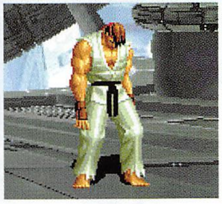
Unconscious



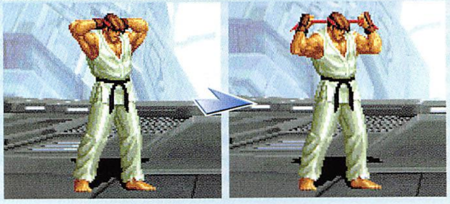
Defeated by Scrape



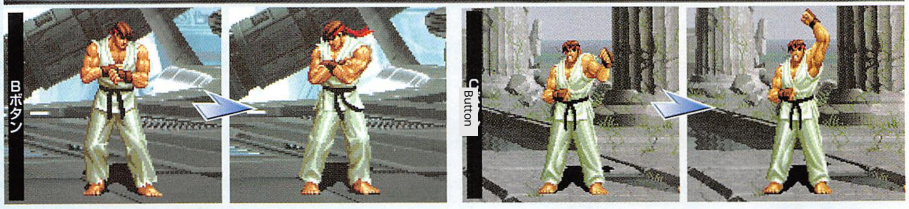
Loss by timeout



Intro Scene



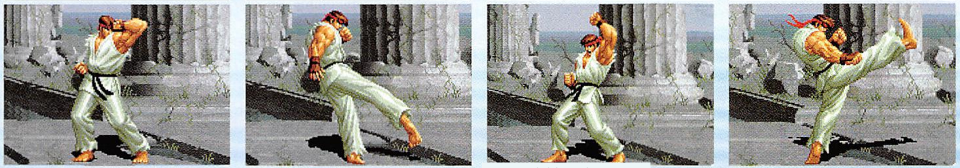
Victory Pose

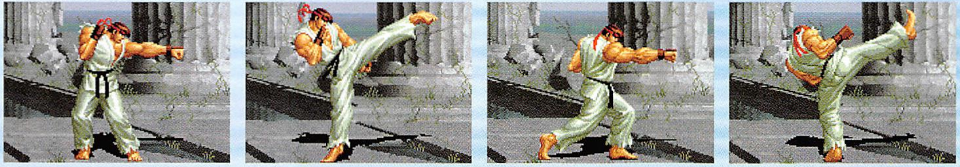


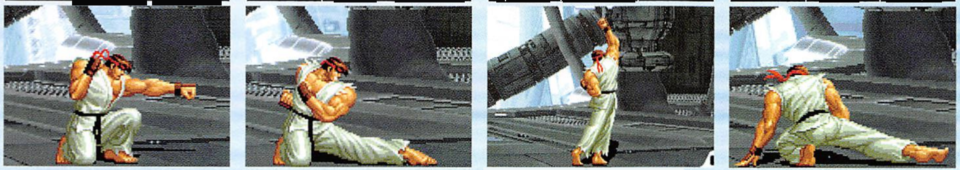
Bボタン

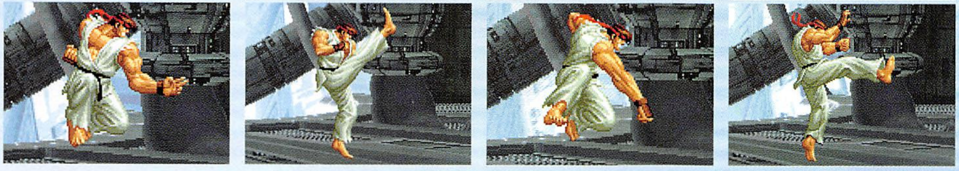
C Button

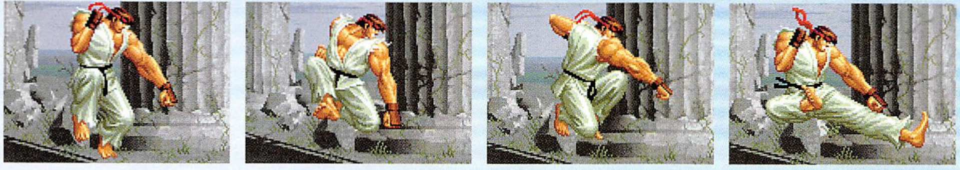
	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing / Crouching	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing/Crouching Cn: Link Special required	Dm:21 C.Dm:30 Stn:21 G.C:16 Gd: standing/crouching Cn: Special Super	Dm:11x2 C.Dm:16 Stn:11x2 G.C:11x2 Gd: standing/crouching Cn:×
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Standing / Crouching	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand/Crouch Cn:×	※Cancelable only at startup Dm:21 C.Dm:30 Stn:21 G.C:16 Gd: Stand/Crouch Cn: Super	Dm:21 C.Dm:30 Stn:21 G.C: 16 Guard: Stand/Crouch Cn:×
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:Stand/Crouch Cn:Chain/Special/Cancel	Dm:5 C.Dm:6 Stn:5 G.C:5 Guard: Crouch Cn: Chain Special Super	Dm:16 C.Dm:17 Stn:16 G.C:16 Gd:Stand/Crouch Cn:*	Dm:21 C.Dm:30 Stn:21 G.C:16 Gd: crouch Cn: special required
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:Required	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:×	※At the start of the move it is a special hit; after it fully extends it becomes a super Dm:21 C.Dm:30 Stn:21 G.C:16 Gd:Stand Cn:x	Dm:21 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn: hit
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:必	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:×	Dm:21 C.Dm: 30 Stn:21 G.C:16 Gd: Stand Cn:×	Dm:21 C.Dm: 30 Stn:21 G.C:16 Gd: Stand Cn:×











Ground normal moves

Crouching B is a low attack with fast startup, so use it to start combos. Since various cancels are possible, link from 1–3 hits into D. Far standing C has a relatively long active duration and small recovery, making it useful for ground zoning. Crouching C has strong hit detection at its extended range, so when you cannot perform a rising punch, use it as an anti-air substitute in urgent situations.

Normal Jump Attacks

Jump D has long reach, so it is suited for jumping in from a distance. distance for jumping in.

It can also be used as an overhead (cross-up).

Throws / Special Moves / Other

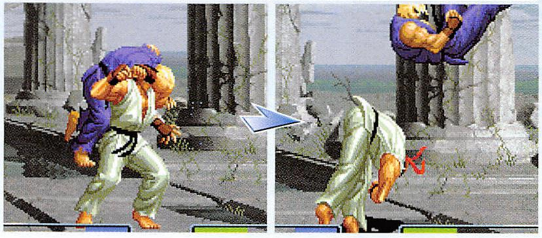
AB throw throws the opponent forward, CD throw throws them backward. In both cases the opponent can recover with a get-up.

➡+A is a mid attack where the fist swings downward. It comes out relatively quickly, so it can be used to break guards, and while MAX is active it carries a large payoff. ➡+B is a forward-jumping kick. It can avoid low-positioned attacks while still connecting, and even if guarded it creates a favorable situation, making it useful for surprise attacks and zoning. Note that its properties change when performed as a whiff-cancel, and if it hits an airborne opponent it knocks them away while leaving a hitbox that still affects them. ➡+D is a long-reaching low attack. It has a small recovery, making it ideal for zoning and easy to use as a link in combos.

投げ Back throw

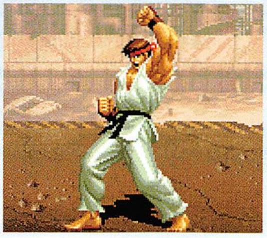
Approach and press A and B simultaneously

Dm:24 C.Dm:24 Stn:0 G.C:0 Gd:throw Cn:×



Guard Cancel Attack

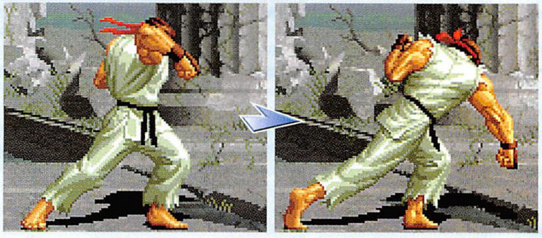
Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Stand/Crouch Cn:×



Special Clavicle breaker

➡+A

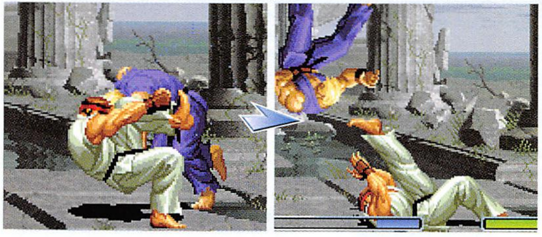
Dm:13×2 C.Dm:18 Stn:13×2 G.C:9×2 Gd: Stand Cn: do



Throw Tomoe Throw

Close in and press C and D simultaneously

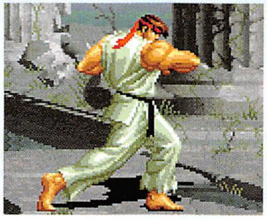
Dm:24 C.Dm:24 Stn:0 G.C:0 Guard: Throw Cn:×



Special Elbow Strike

⬅+A

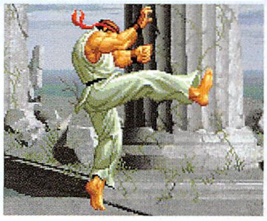
Dm:11 C.Dm:16 Stn:11
G.C:9 Gd: Standing/Crouching Cn: Required



special Whirlwind Kick

➡+B

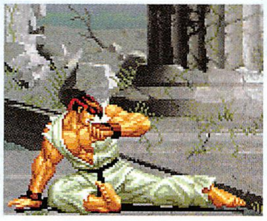
Dm:18 C.Dm:22 Stn:18
G.C:4 Gd: Standing/Crouching Cn:(type)



[Special] Ankle Kick

➡+D

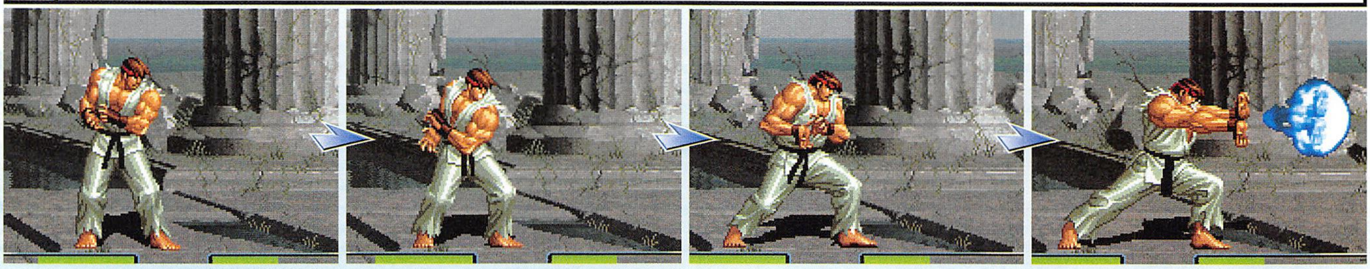
Dm:16 C.Dm:20 Stn:16
G.C:11 Gd: crouch Cn:必



||Special Move | Hadouken

↓↘→+AorC

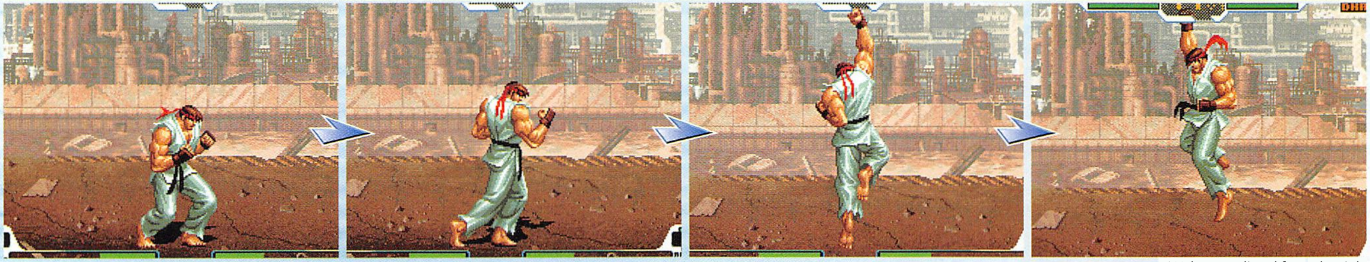
Dm:16	C.Dm:20	Stn:12	G.C:10	Gd: Standing/Crouching	Cn: do



|Special Move | Rising Dragon Fist

→↓↘+AorC

Dm:20·11	C.Dm:22·16	Stn:18·11	G.C:8·10	Gd: Standing/Crouching	Cn:do/SC

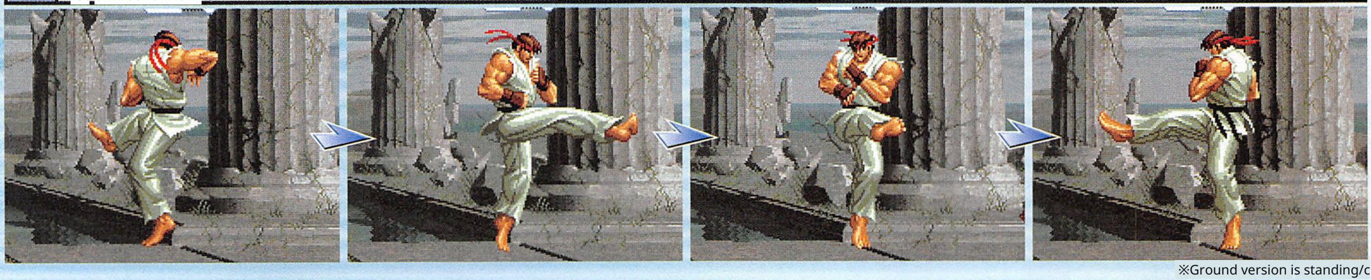


※Values are listed from the right: ground, the

Special Move: Tatsumaki Senpukyaku (Tornado Whirlwind Kick)

Gold + Back or Down (usable in air)

Dm:20	C.Dm:24	Stn:20	G.C:14	Gd:※	Cn: do

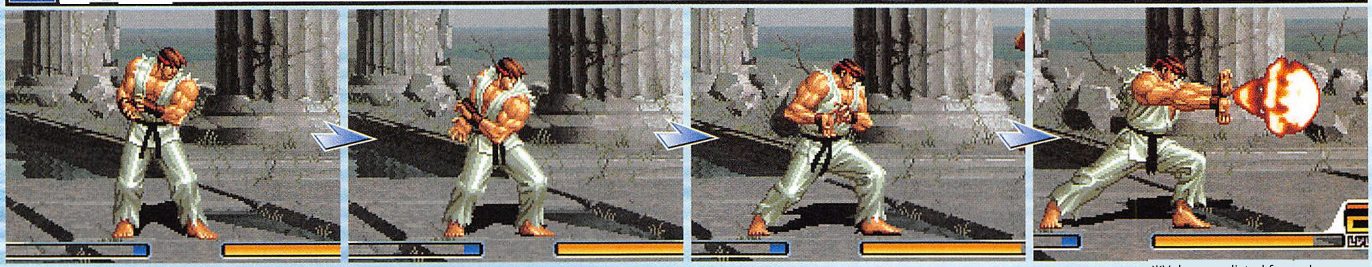


※Ground version is standing/crouching, ai

||Special Move | Scorching Hadoken

Gold + A or C

Dm:18·17	C.Dm:22·21	Stn:13·12	G.C:12·10	Guard: Stand/Crouch	Cn:—



※Values are listed from close range to far range

●Hadoken

This move fires a blue energy projectile forward and is an excellent special move for long-range zoning. The startup of the weak and strong versions is essentially the same, but the latter has a faster projectile and slightly larger recovery. Therefore, use the weak version primarily for zoning. Since its recovery is generally small, you typically won't be punished when it's blocked, but it becomes dangerous if the opponent uses a Guard Cancel Front Step (GC Front Step). When canceling into it from a normal attack, you need to pay attention to the opponent's remaining Super Gauge. This move can be used for anywhere-cancel (anytime during movement), but it has few applications in combos.

●Dragon Punch

A move that releases an uppercut while jumping. The weak version has full-body invincibility that ends at the same time the attack activates, making it difficult to use as an anti-air が、Even after the attack activates, there is no hitbox below the waist, so it is useful for interrupting in ground combat and for stopping the opponent's zoning moves. On the other hand, the strong version jumps higher than the weak one, leaving a larger opening, but its full-body invincibility lasts until the attack comes out. Therefore, use the strong version to intercept airborne attacks. Also, it is compatible with Wherever Cancel, so it is useful in combos during MAX activation. After a hit, the opponent who is knocked away still has hurtboxes remaining, so Wherever Cancel +B and Super Cancel Vacuum Hadoken, among others, can land consecutively.

●Tatsumaki Senpukyaku (Tornado Spin Kick)

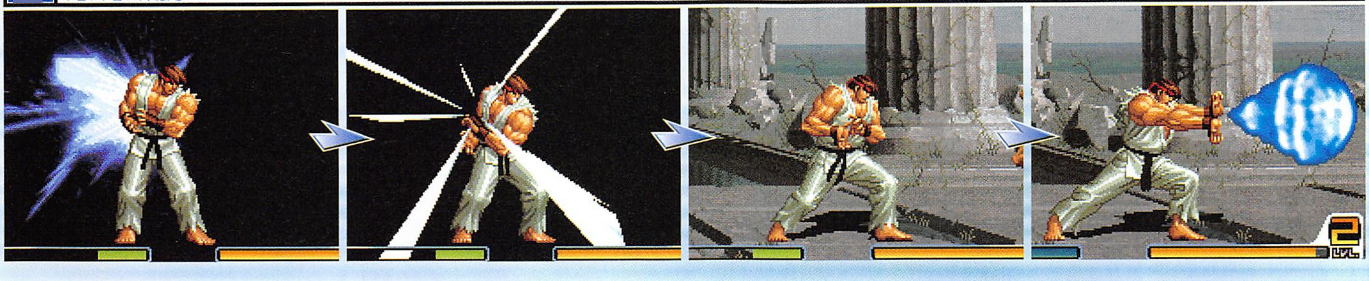
A special move that spins in the air while moving forward, delivering a series of kicks. The strong version attacks more times than the weak one and travels a longer distance. If it hits, the opponent is knocked down. The grounded version is typically performed by canceling from a strong attack or +D, and is basically used as part of combos. However, because its hit level is slightly high, be careful as it can whiff against crouching states of most characters except those with a tall seated height. Also, since there is no hurtbox on the pivot foot, by timing it to match low-positioned standing attacks (such as Terry or Ryo's long-range standing B), it is possible to avoid and still hit. The airborne version cannot be blocked while crouching and is particularly effective against large characters.

●Shakunetsu Hadoken (Scorching Hadoken)

A special move that fires a red wave projectile forward. It basically has simila properties to the Hadoken described above, but when it hits at close range it ca cause a knockdown, which is its distinguishing feature. However, it has more re than the Hadoken, so it is not suitable for long-range zoning.

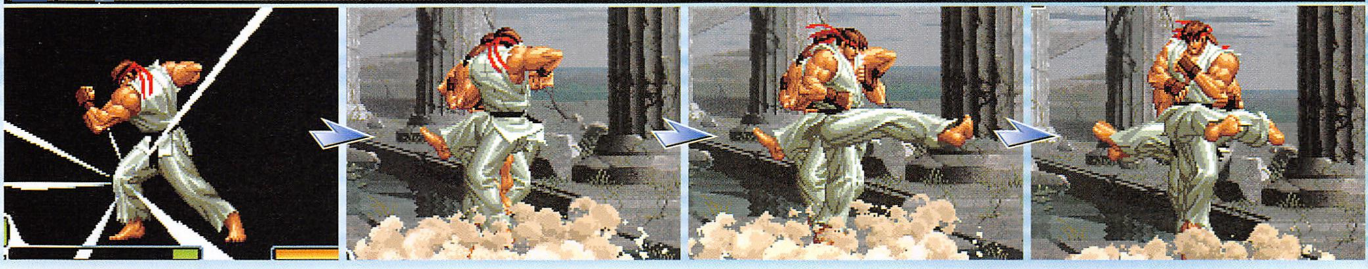
Super Vacuum Hadoken
Finishing Move ⬇⬅➡ + AorC

Dm:30×5	C.Dm:34	Stn:24	G.C:4	Gd: Standing/Crouching Cn:—



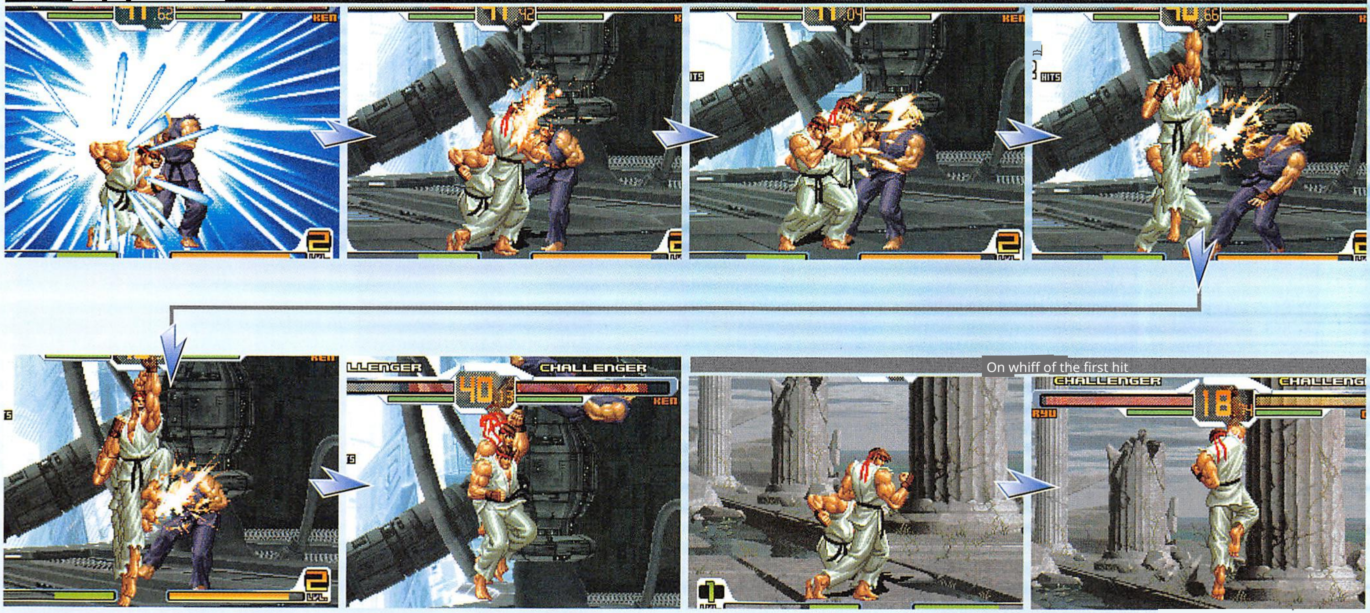
Super Vacuum Tornado Whirlwind Kick
Killing Move ⬇⬅ + BorD

Dm:30×13	C.Dm:34	Stn:24×13	G.C:0	Guard: Stand/Crouch Cn:—



EXCEED True Shoryuken
⬇ Jin Shijin ⬆ + Press B and D simultaneously

Dm:39×4、24	C.Dm:46、30	Stn:29、16	G.C:0	Gd: Standing/Crouching Cn:—



*Values are, from left to right, first hit, during ascent

● True Vacuum Hadouken

Launches a multi-hit Hadoken that hits multiple times in front. The attack comes out quickly and will hit consecutively even from weak attacks, so it is mainly good to use in combos. There is no difference in startup between the weak and strong versions, so use the strong one, which has a faster projectile speed and connects more easily.

Also, by taking advantage of its multi-hit nature, it can be used as a countermeasure against the opponent's projectiles. If it connects properly, you can overwhelmingly attack while canceling out the opponent's projectile. Because the overall motion is large, it is dangerous if the opponent leaps over it, but if it merely forces them to guard, it is less likely to be punished. You should definitely make use of it when facing characters who rely primarily on projectile zoning.

Additionally, if MAX activation is active, from a Shoryuken into Super If performed with an invincible (cancel), it can deliver massive damage all at once even when interrupting or anti-airing. Note that for both the weak and strong versions, the invincibility wears off before the energy projectile is fired, so using it as an interruption or on wake-up is likely to be beaten.

● Vacuum Tornado Whirlwind Kick

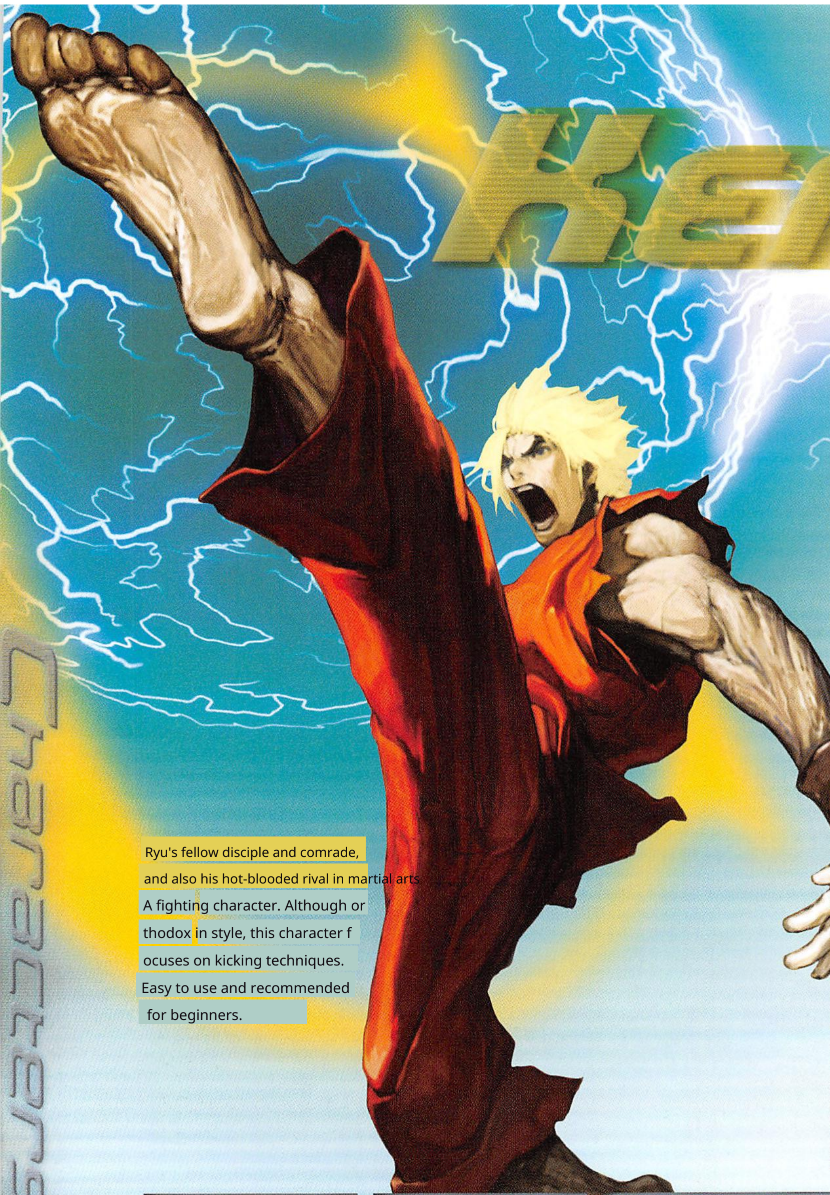
The super move that spins violently on the spot and repeatedly kicks any opponent caught in it. It has invincibility at startup and persists until after the attack occurs, making it useful for getting up and interrupting. Because the recovery after the attack is small, it is also advantageous that even if blocked it is hard to be punished by a combo. If it hits an airborne opponent, not all hits will connect, so it is not suitable for anti-air follow-ups or for following up after a Shoryuken super cancel. Consider this a relatively low-risk move for get-up and interruption purposes.

●True Shoryuken

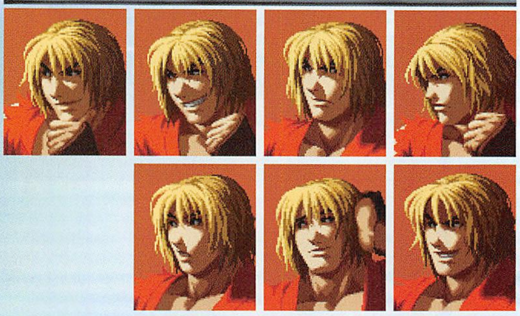
After landing a powerful body blow on the opponent, this spectacular EXCEED delivers a jumping uppercut and a knee strike simultaneously. Because it grants invincibility frames that last through the startup, it is useful for interrupting opponents and for punishing rising opponents. Additionally, its fast startup makes it usable in combos beginning from light attacks. However, its horizontal reach is short, so if you try it after landing several light hits you risk whiffing. The damage itself is very high, making it a strong comeback option—make sure to land it when you have the chance. Note that if the initial body blow does not connect, the move changes into a lower-damage jumping uppercut.

Ken

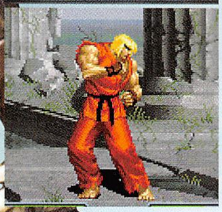
Ken



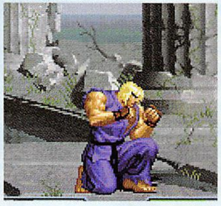
Ryu's fellow disciple and comrade, and also his hot-blooded rival in martial arts. A fighting character. Although orthodox in style, this character focuses on kicking techniques. Easy to use and recommended for beginners.



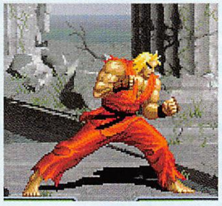
Face Pattern



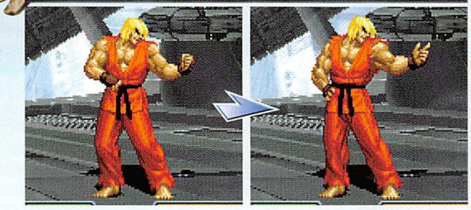
AC Button Color



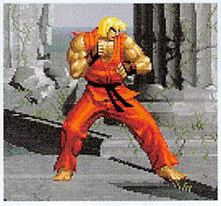
BD Button Color



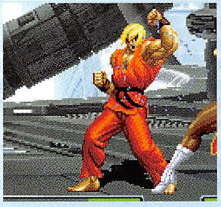
Front Step



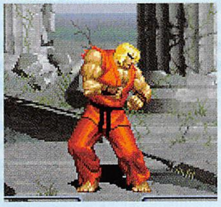
Taunt



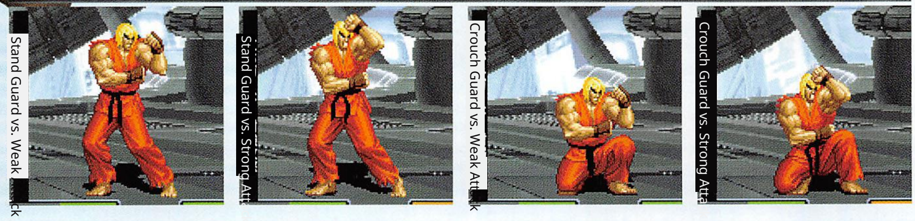
Backstep



Throw Escape



Usually throw failed



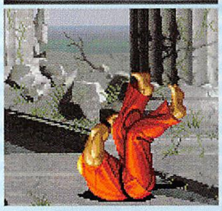
Guard

Stand Guard vs. Weak Attack

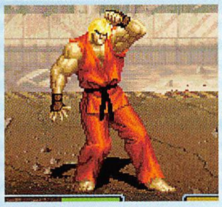
Stand Guard vs. Strong Atta

Crouch Guard vs. Weak Attack

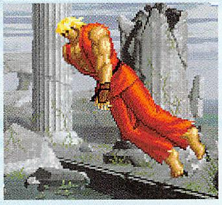
Crouch Guard vs. Strong Atta



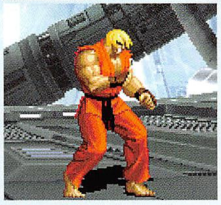
Get-up



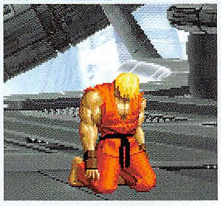
Guard Crush



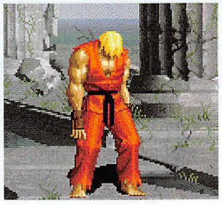
Spiral Knockback



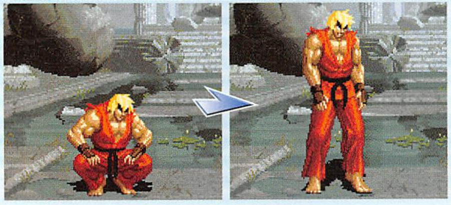
Stun



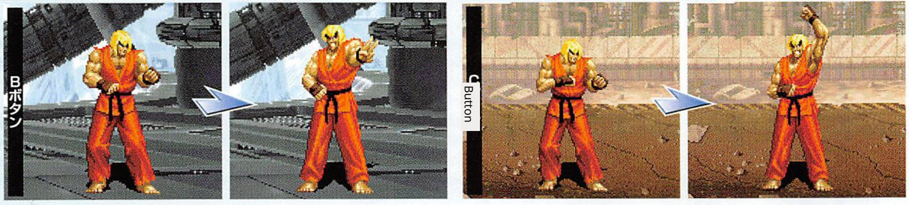
Defeated by Scrape



Loss by timeout



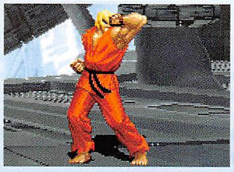
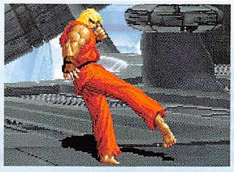
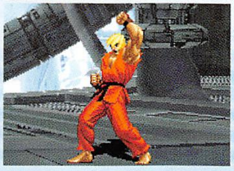
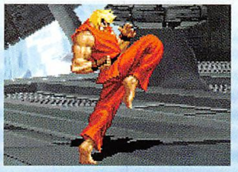
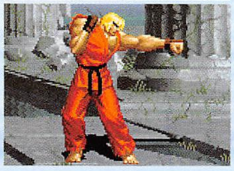
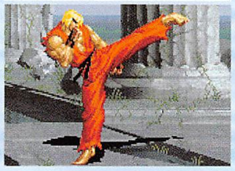
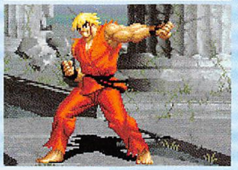
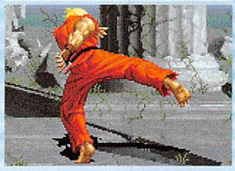
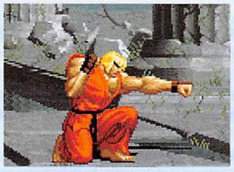
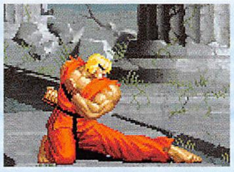
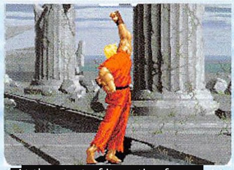
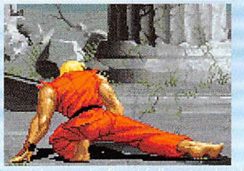
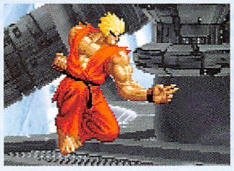
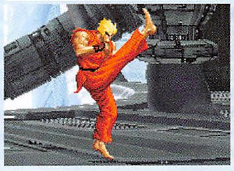
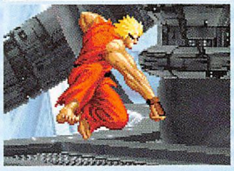
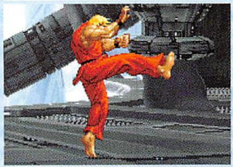
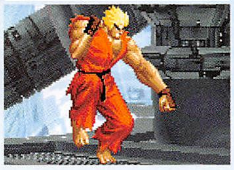
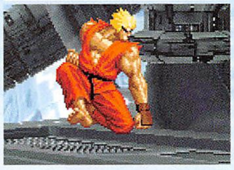
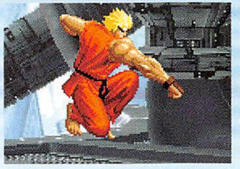
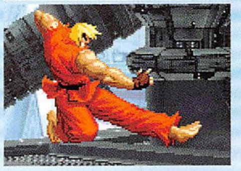
Intro Scene



Victory Pose

Bボタン

C Button

	A button	Button B	C button	D button
Close-range standing attac	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Stand/Crouch Cn: Special Cancel 	Dm:21 C.Dm:30 Stn:21 G.C:16 Gd:Stand/Crouch Cn: Special Cancel 	Dm:21 C.Dm:30 Stn:21 G.C:16 Guard: Stand/Crouch Cn:× 
Long-range standing attac	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand/Crouch Cn: Link Special → Guaranteed 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand/Crouch Cn:× 	Dm:21 C.Dm:30 Stn:21 G.C:16 Gd: Standing/Crouching Cn: Super Cancel 	Dm:21 C.Dm:30 Stn:21 G.C:16 Gd: Standing/Crouching Cn:× 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: required Cn: linked special 	*Special cancel only at startup Dm:16 C.Dm:17 Stn:16 G.C:16 Gd: Standing/Crouching Cn:* 	Dm:21 C.Dm:30 Stn:21 G.C:16 Gd:Crouching Cn: special 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn: hit 	Dm:6 C.Dm: 7 Stn:6 G.C:6 Gd: Stand Cn:× 	At the start of its active frames it's a special normal; after it fully extends it becomes Dm:21 C.Dm:30 Stn:21 G.C:16 Gd: Standing Cn:x 	Dm:21 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:21 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn:× 	Dm:21 C.Dm:30 Stn:21 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Crouching B can be hit several times with repeated presses and links into Gale Lightning Kick, making it valuable as a low-series move. Crouching C can be used as an instant anti-air, but it often trades, so use a dragon punch whenever possible. Also, far standing D has long reach and tempts frequent use, but it is easily targeted by GC Front Step. Use it at a frequency low enough to avoid being exploited.

Normal Jump Attacks

The forward jump B is strong in the downward direction. If moves that lower the posture are being used as anti-airs, jump in with this move. The forward jump C is used when you want to win air-to-air exchanges. When performing it, press C and D together; you can also hope for an air throw in some cases. The jump D is the main jump-in attack. It has very high cross-up capability, with a wide attack hitbox that covers from downward to horizontal directions, which is very attractive.

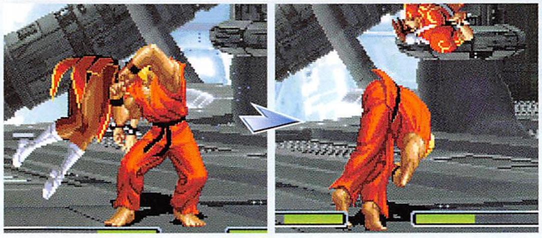
Throws / Special Moves / Others

➡+B is a mid attack with long reach but somewhat slow startup. Note that during MAX activation you can follow up from this mid attack into combos. ⬈+D has fast startup, long reach, and small recovery. Use it from a forward step to hit it with the tip and poke from outside the opponent's attack range. It can also be canceled into a special move.

投げ Back throw

Approach and press A and B simultaneously

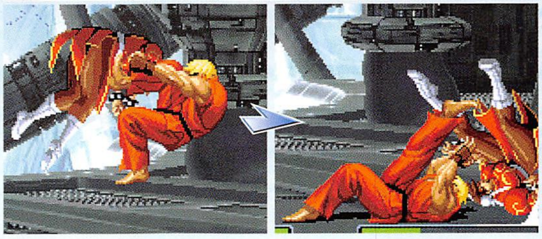
Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



Throw Hell Windmill

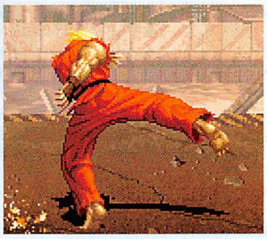
When approaching in the air, press A and B or C and D simultaneously

Dm:20	C.Dm:20	Stn:0	G.C:0	Gd:throw	Cn:×



Guard Cancel Attack

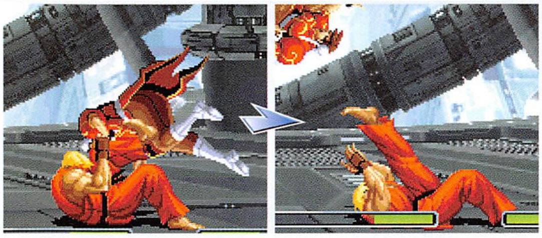
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Standing/Crouching	



Throw Hell Cart

Close in and press C and D simultaneously

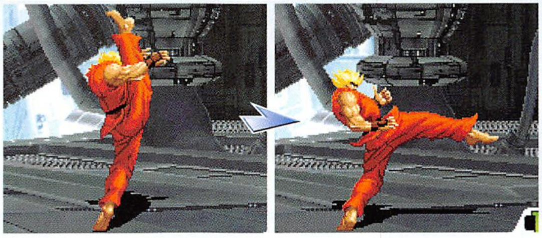
Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



special Thunder Heel Split

➡+B

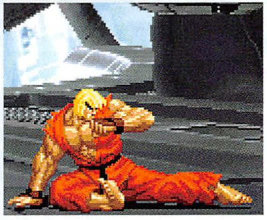
Dm:16	C.Dm:20	Stn:16	G.C:9	Gd: Stand	Cn: do



special Ankle Kick

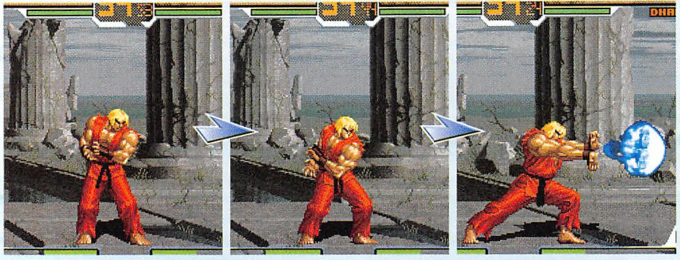
⬈+D

Dm:16	C.Dm:20	Stn:16
G.C:9	Gd: crouch	Cn:必



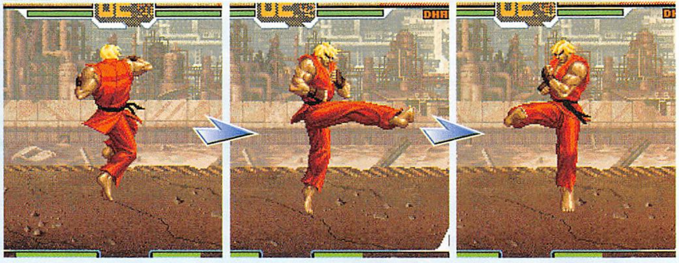
|Special Move| Hadouken
Gold + A or C

Dm:15	C.Dm:19	Stn:8
G.C:8	Gd: Standing/Crouching	Cn:—



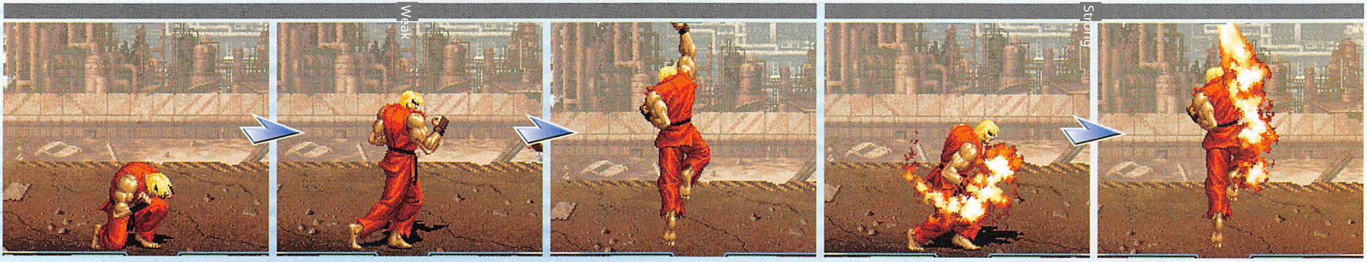
|Special Moves| Dragon Tornado Kick
+ B or D (usable in air)

Dm:12×2·14×6	C.Dm:12	Stn:4×24×6
G.C:4×2·4×6	Gd: Standing/Bent	Cn: Do



|Special Move| Rising Dragon Fist
+ AorC

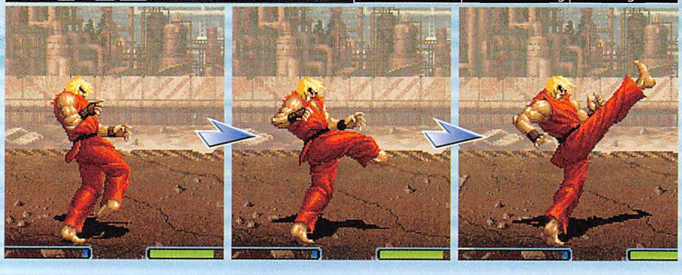
Dm:20 (11)·13×2+10	C.Dm:22 (13)·16, 13	Stn:8·4, 8	G.C:8·4, 8	Gd: Standing/Crouching	Cn:ど/SC



※Values in parentheses are data that

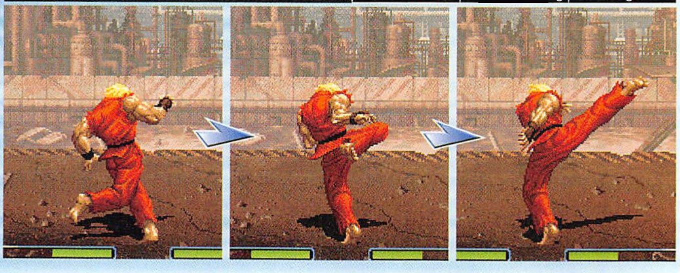
|Special Move| Hatchet Drop Kick
◆Gold+B

Dm:21	C.Dm:27	Stn:5
G.C:5	Gd: Standing/Crouching	Cn:



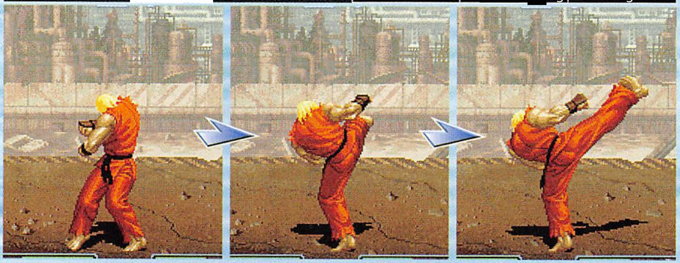
"Special Move| Sickle Sweep Kick
+D

Dm:14×2	C.Dm: 20	Stn:5×2
G.C:5×2	Gd: Standing/Crouching	Cn:ど



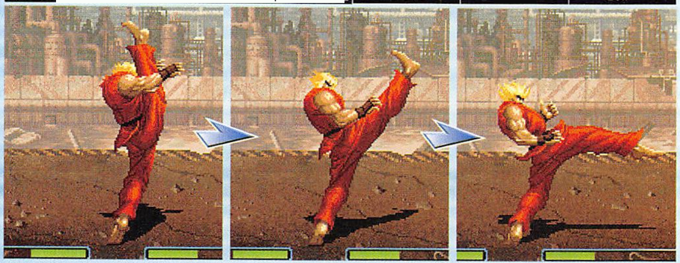
|Special Move| Big Roundhouse Kick
◆Press Gold and BD simultaneously

Dm:21	C.Dm:27	Stn:5
G.C:5	Gd: Standing/Crouching	Cn:—



|Special Move| Inazuma Heel Split
Hold the button after Hatchet Drop Kick, Sickle Sweep Kick and Large Roundhouse Kick

Dm:11	C.Dm:18	Stn:5
G.C:5	Gd: Stand	Cn:—



●Hadoken

A projectile-type special move that instantaneously releases stored ki from both hands — the weak version has slower projectile speed while the strong version is faster. Because its startup is slower than Ryu's or Akuma's, it's difficult to incorporate into combos, and it only connects in succession from point-blank moves like close + D. Also, if it hits at close range, the recovery is long enough to allow a counterattack.

It would be good to use it as a zoning tool at long range and as an accent for mid-range footsies. ● Tatsu Senpukyaku (Dragon Tornado Kick)

A special move in which the user charges at the opponent while performing a spinning kick like a bamboo-copter. The weak version travels a shorter distance than the strong version. It can be used in combos starting from a weak attack, but it often leaves the attacker open to counterattacks after it connects, making it inconvenient to use.

The aerial version descends while performing a spinning kick. At long range it can be used after a backward jump to build meter, and by taking advantage of the altered jump trajectory it can evade the opponent's anti-air moves or be used to set up an overhead. On hit it links into moves such as +D, allowing for the possibility of high damage. ● Shoryuken

A special move in which the fist is thrust upward into the air while jumping. The weak version jumps only a short distance and is invulnerable all over until just before the attack hitbox appears, and from the waist down remains invulnerable even after the attack hitbox appears. The strong version wraps the fist in flames and moves slightly forward while jumping to a considerably greater height. If it is pulled in and connects, it can hit three times even as an anti-air, so it has high power. It also has full-body invulnerability after the attack hitbox appears. The weak version is used against the opponent's ground play to contest their pokes

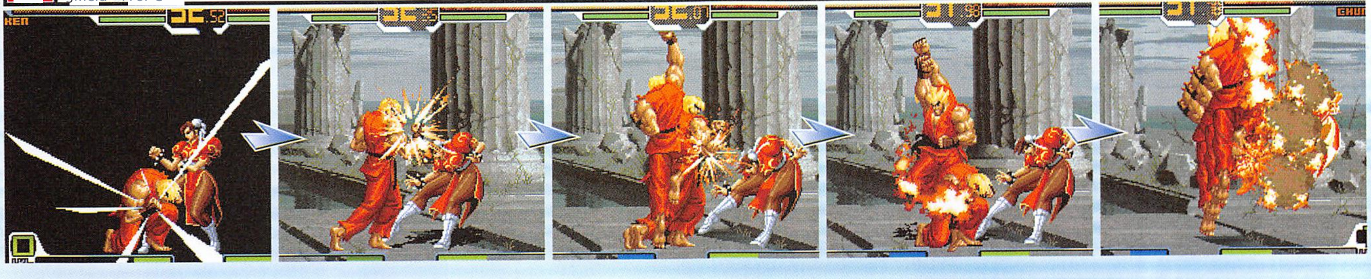
Also, use the strong attack as an anti-air. Note also that it can be used for super cancels. The first and second hits of the strong Shoryuken can connect to various supers, so when you have the chance, link into Hayate Jinken (疾風迅雷脚) or Shenlong Fist (神龍拳) against grounded opponents, and into Shenlong Fist against airborne opponents to increase damage.

● Hatchet Drop Kick

A special move that quickly kicks upward forward. It can be chained from a strong attack and used as a predictive anti-air, but its true value lies in the short overall animation. Even if it whiffs, it builds a considerable amount of power gauge, so use it frequently from mid to long range. Also, by holding the button you can transition into Lightning Heel Split.

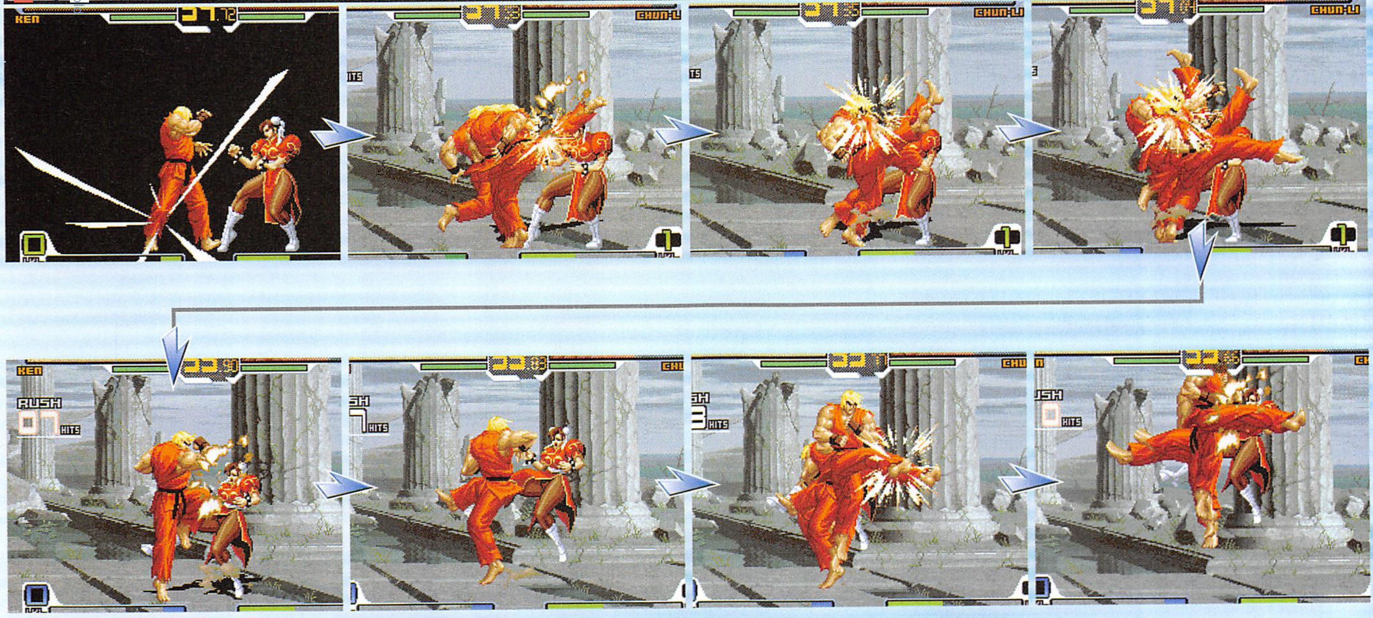
Super Move: Rising Dragon Kick
Finishing Move ↓↓ or C

Dm:34×7 | C.Dm:38 | Stn:0 | G.C:2×7 | Gd: Standing/Crouching Cn:—



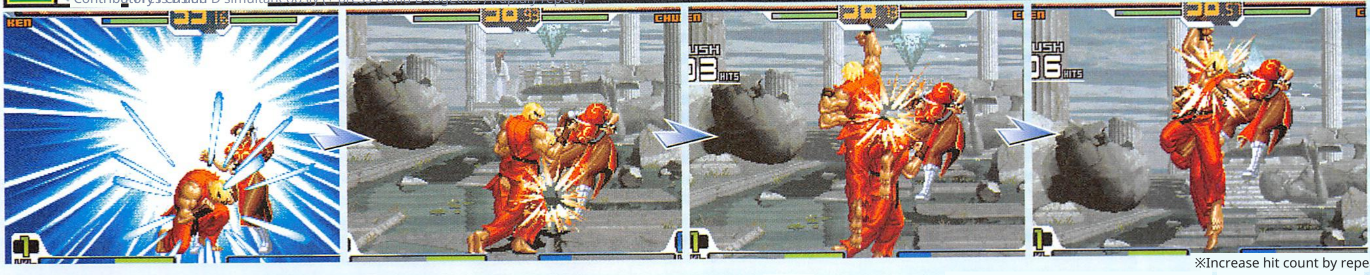
Super Desperation: Gale Lightning Kick
Finishing Move ↓↘→↓↘→+BorD

Dm:31×13 | C.Dm:34 | Stn:0 | G.C:0 | Gd: Standing/Crouching Cn:—



EXCEED 1 Shenlong
Contributory Press B and D simultaneously (+ press B and D together) (rapidly repeat)

Dm:60×9～17 | C.Dm:64 | Stn:0 | G.C:0 | Gd: Standing/Crouching Cn:—



※Increase hit count by repeatedly pressing the but

● Sickle-Sweeping Kick

A special move that performs a two-hit high roundhouse kick to the front. It can be linked into combos from a close weak attack, but there is no need to force its use. By holding the button while the first hit comes out, you can transition to a Lightning Heel Split instead of performing the second hit. ● Outer Roundhouse Kick

A powerful backward spinning kick special move. It can follow a weak attack and can knock the opponent down on hit, but it will not hit crouching opponents except for certain characters, so it must be used with consideration of the situation. By holding the button for this move, it can also transition into the "Thunder Heel Split". ◆ Thunder Heel Split

◖

Special moves that can be derived from the three aforementioned kick-based special techniques

Technique. Its startup is slow, so it will not combo from the original move. Also, because it is a mid attack; it seems usable to break guards, but since the situations in which it can be performed are limited, it is easily blocked. ● Shoryu Retsuha

A super special move that performs a rising dragon punch three times while moving forward. It can be chained from a light attack, and the invincibility that continues after the attack starts can be used to interrupt opponents. However, the first hit has a narrow horizontal range, so it fails to reach if the distance is even slightly far, which is a drawback. Since the "Gale Thunderfoot" (疾風迅雷脚) described later is high-performing, this move will likely not be used very often.

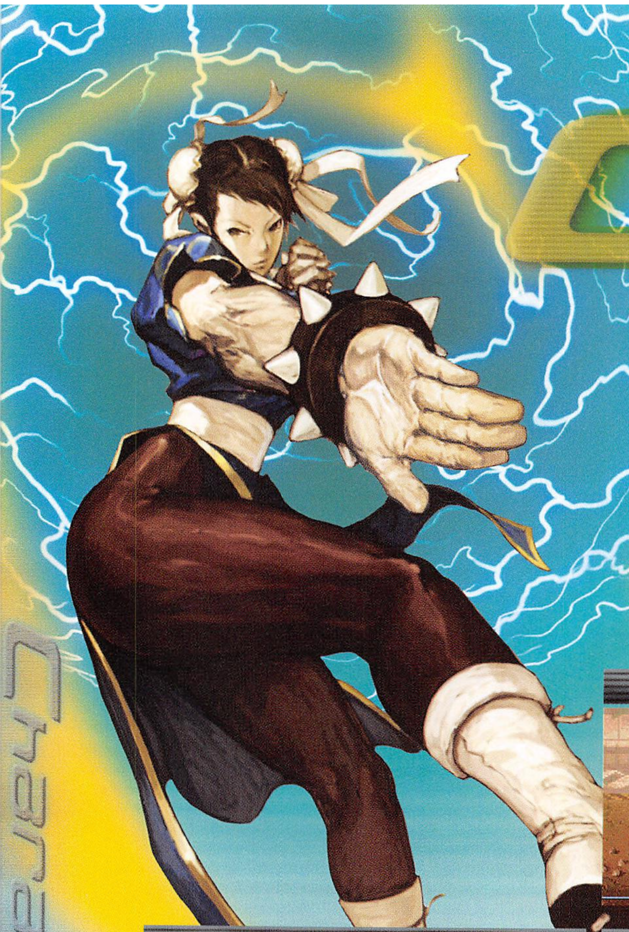
●Gale Lightning Kick

An ultra super move that strikes the opponent with countless kicks and finally ascends while executing the Tornado Whirlwind Kick

It activates quickly,

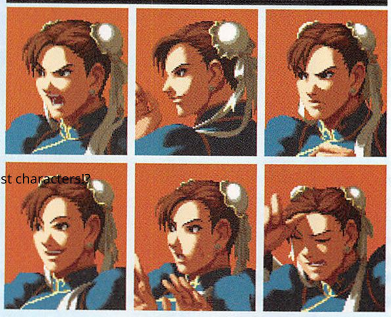
Since invincibility continues even after the attack hit box appears, it is useful for combos starting from a few crouching B hits or for interrupting. If you have a Power Gauge, invest it primarily in this move. Also, even if it is guarded, there is surprisingly little recovery on landing, so if the opponent is not used to it, you may avoid being punished. ●Shinryuken

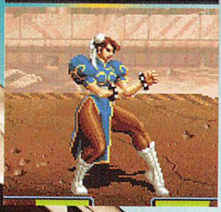
EXCEED version that performs a rising dragon punch which ascends vertically while spinning. It is characterized by multiple hits; by repeatedly pressing the button you can increase the hit count and boost damage. Invincibility continues until after the attack hitbox appears, making it a strong anti-air, and its trajectory is effective against cross-up attempts. Also, from a close crouching B x2 you can follow up into a combo, so try to capitalize on opportunities when they arise.

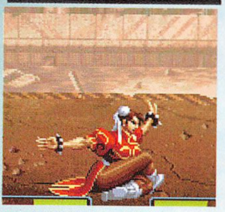


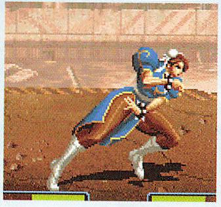
Chun-Li

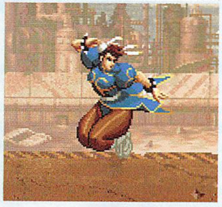
Chun-Li is a narcotics investigator pursuing the evil organization "Shadaloo." Added in this work is a command throw, Tenshin Enbu, among many excellent moves; she has numerous strong techniques and high combo and counterattack capabilities. She is often called one of the strongest characters!?

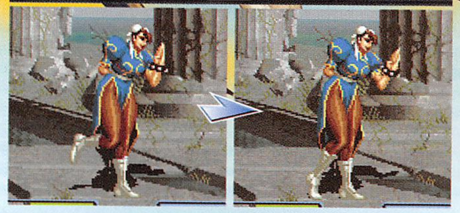

Face Pattern

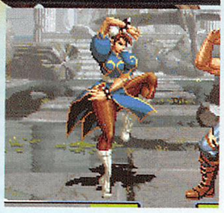

AC Button Color

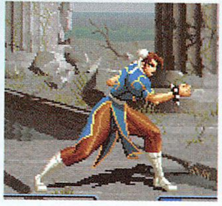

B·D Button Color

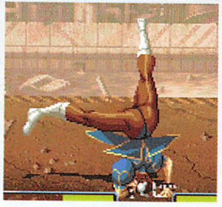

Front Step

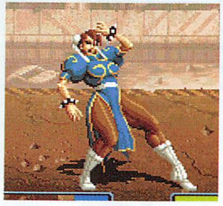

Backstep

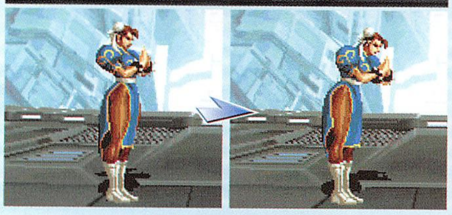

Taunt

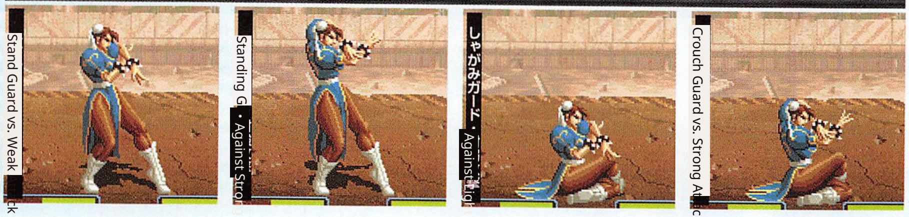

Throw Escape


Usually throw failed


Get-up


Guard Crush


Intro Scene

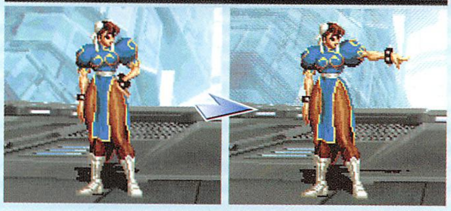

Guard

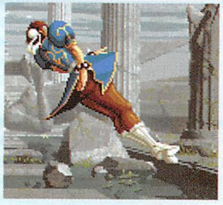
Stand Guard vs. Weak Attack

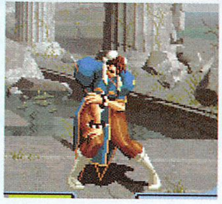
Standing G · Against Strong Attacks

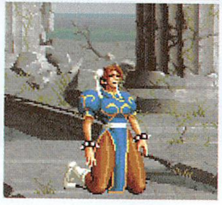
しゃがみガード・Against Light Attack

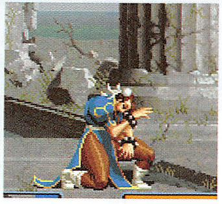
Crouch Guard vs. Strong Attack

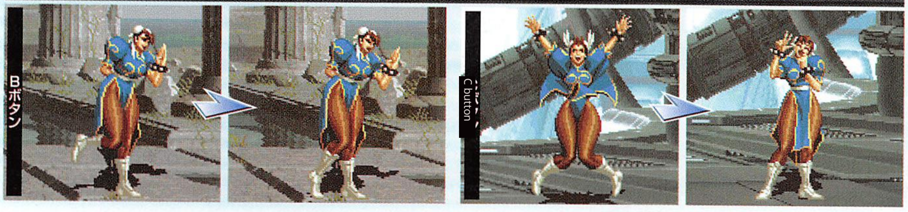

Appearance Scene (vs. Ve)


Spiral Knockback


Stun

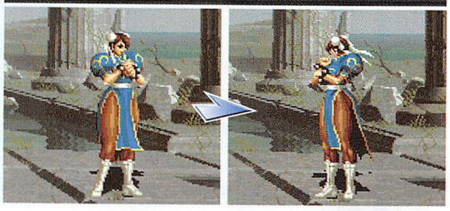

ク Countered by displacement (loss when shifted)

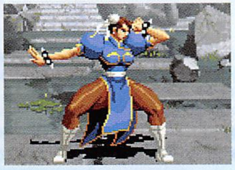
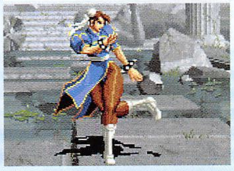
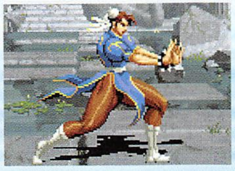
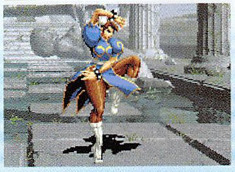
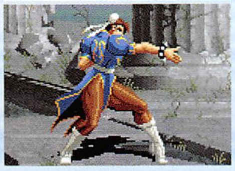
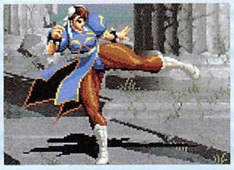
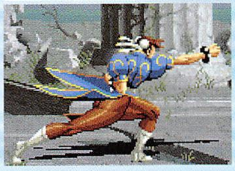
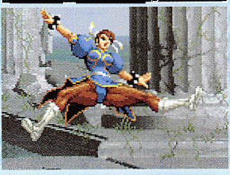
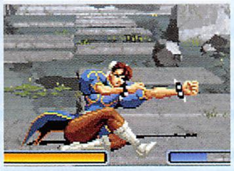
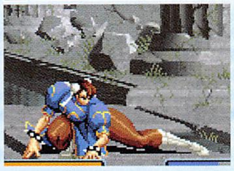
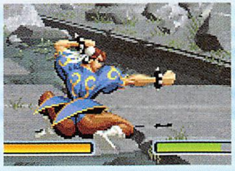
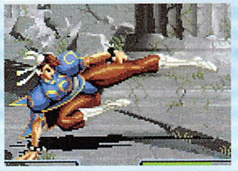
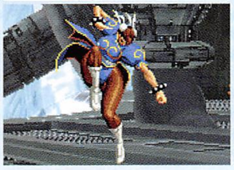
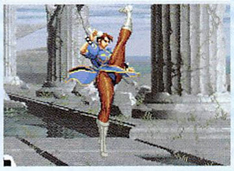
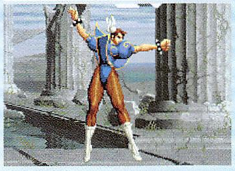
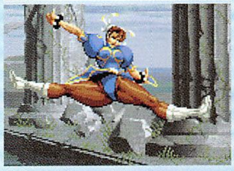
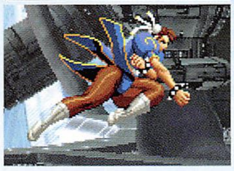
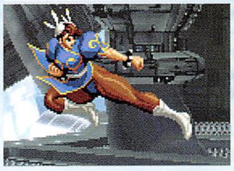
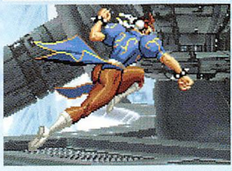
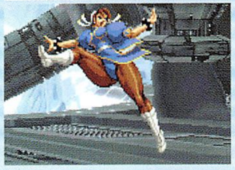

Loss by timeout


Victory Pose

Bボタン

C button


Victory Pose (vs. Vega)

	A button	Button B	C button	D button
Close-range standing attac	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing / Crouching Cn: Link Special Required 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:crouch Cn: special required 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd:Standing/Crouching Cn: special required 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd:Standing/Crouching Cn:特必 
Long-range standing attac	Dm:6 C.Dm:7 Stn:6 G.C:6 Guard: Stand/Crouch Cn: Combo (Renzoku Hissatsu) 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand/Crouch Cn:× 	Dm:21 C.Dm:30 Stn:20 G.C:16 Gd:Standing/Crouching Cn: hit 	Dm:18 C.Dm:28 Stn:17 G.C:16 Guard: Standing/Crouching Counter:x 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Guard: Standing/Crouching Counter: guaranteed on consecutive hits 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:crouch Cn:連特必 	Dm:18 C.Dm:28 Stn:17 G.C:16 Guard: Standing/Crouching Counter:x 	Dm:20 C.Dm:30 Stn:20 G.C:16 Gd: crouch Cn:× 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:× 	Dm:18 C.Dm:28 Stn:17 G.C:16 Guard: Standing Cn:× 	Dm:18 C.Dm:28 Stn:17 G.C:16 Guard: Standing Cn:× 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd: Stand Counter: special 	Dm:18 C.Dm:28 Stn:17 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Crouching B has a low posture and can be canceled into various moves, making it a mainstay in close-range combat. Use several Crouching Bs → +B → Hōyoku Fan, confirm the hit and then follow up.

Mid-to-long-range fights are a weakness due to many slow, vulnerable moves. However, the long-reaching Crouching D can sometimes attack while evading low attacks.

Normal Jump Attacks

Forward Jump B has a long active attack duration and excellent cross-up potential. Forward Jump D is slow to start but deals high damage and has strong downward priority, so it can be used to punish the opponent's ground anti-air. Vertical Jump C has long active frames and strong horizontal reach; it's effective against opponents who jump high and try to cross up.

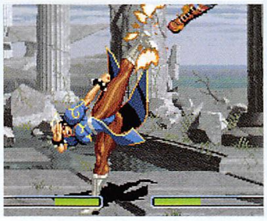
Throws / Special Moves / Other

The focus is the air throw. Its throw range is wide, and it can be used effectively as an anti-air. The opponent cannot tech (recover), and the risk on failure is low. Many of the special moves are also excellent. +B causes the posture to become very low, so it is useful not only as a link in combos but also as an anti-air. +D can be used to perform a cross-up at very close range, and from a distance it can be used to avoid projectiles. It is a versatile move that also serves as a countermeasure against Guard Cancel front step. Also, C during a diagonal jump followed by C deals high damage, so aim for it as a follow-up after various juggle moves.

[Throw] Kirin Assault

Approach and press A and B simultaneously

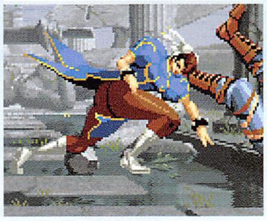
Dm:9×2 C.Dm:9 Stn:0
G.C:0 Gd:throw Cn:×



投げ [Ryusei Drop

Approach in the air and press AB or CD simultaneously

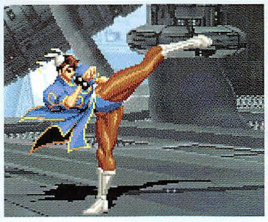
Dm:20 C.Dm:20 Str
G.C:0 Gd:throw Cn:×



special Tsuru Senkyaku (Crane Whirl Kick

→+B

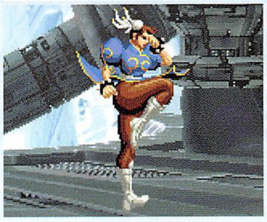
Dm:14 C.Dm:18 Stn:14
G.C:8 Gd: Standing/Crouching Cn:必



special Takotsume Ashi (Hawk Claw Kick

In air +B

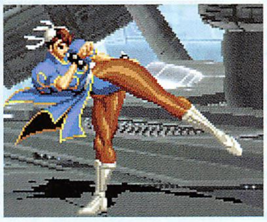
Dm:14 C.Dm:18 Stn:14
G.C:8 Gd: Stand Cn:×



Special 1 Tsuru Senraku (Crane Whirl Descent Kick)

→+D

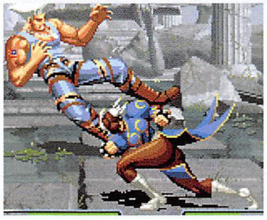
Dm:14 C.Dm:18 Stn:14
G.C:8 Gd: crouch Cn:×



Throw 7 Tora Shu (Tiger Assault Knockdown)

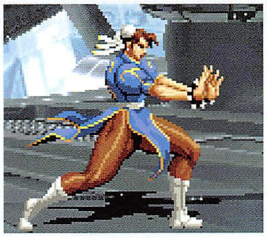
Close in and press C and D simultaneously

Dm:24 C.Dm:24 Stn:0
G.C:0 Gd:throw Cn:×



Guard Cancel Attack

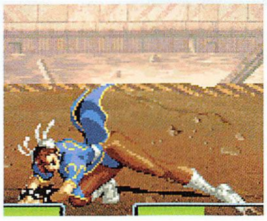
Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Stand/Crouch Cn:×



special Forward Sweeping Roundhouse Kick

↖+B

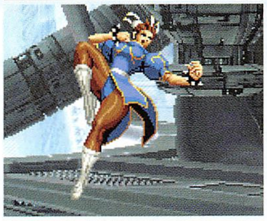
Dm:14 C.Dm:18 Stn:14
G.C:7 Gd:Crouch Cn:必



special Taka Hane Ken (Hawk Beak Fist)

C during diagonal jump then C

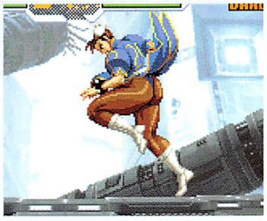
Dm:10 C.Dm:16 Stn:11
G.C:8 Gd: Stand Cn:×



special Crane Foot Landing

↖+D

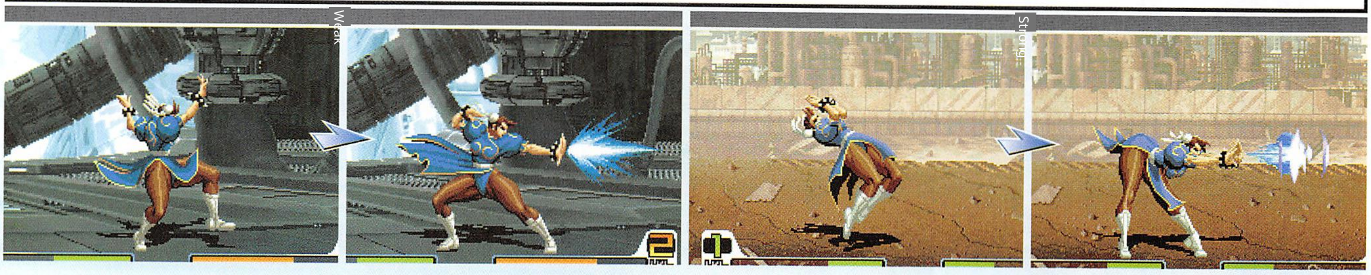
Dm:14 C.Dm:18 Stn:14
G.C:10 Gd: Stand Cn:×



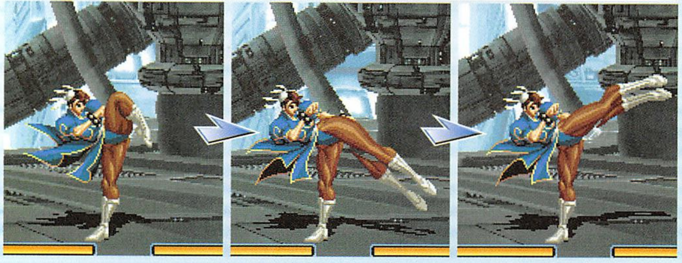
Characters

Character Section: CHUN-LI

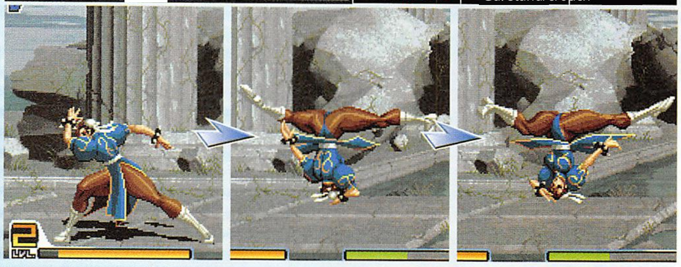
“Special Move: Ki Energy Fist
⬅↙⬇ Gold + A or C
Dm:20・16 C.Dm:24・18 Stn:10 G.C:10 Guard: Stand/Crouch Cn:Blocked/SC-



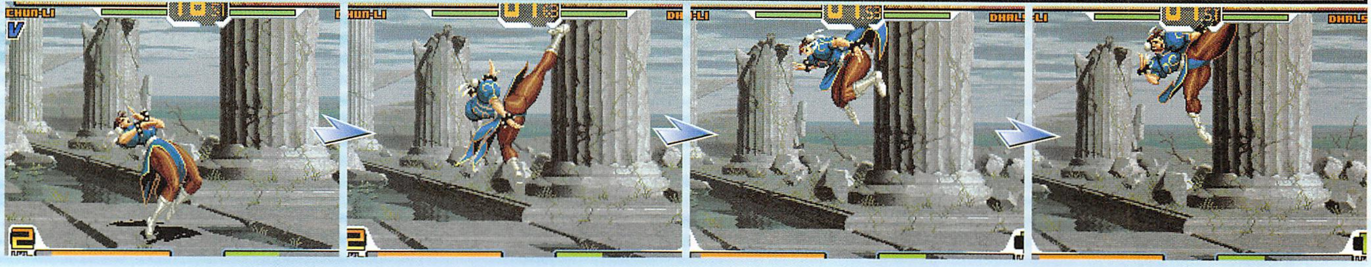
|Special Move | Hundred-Strike Kick
B or D rapid tap
Dm:14×3 C.Dm:16 Stn:4×3
G.C:4×3 Gd: Standing/Crouching Cn:do



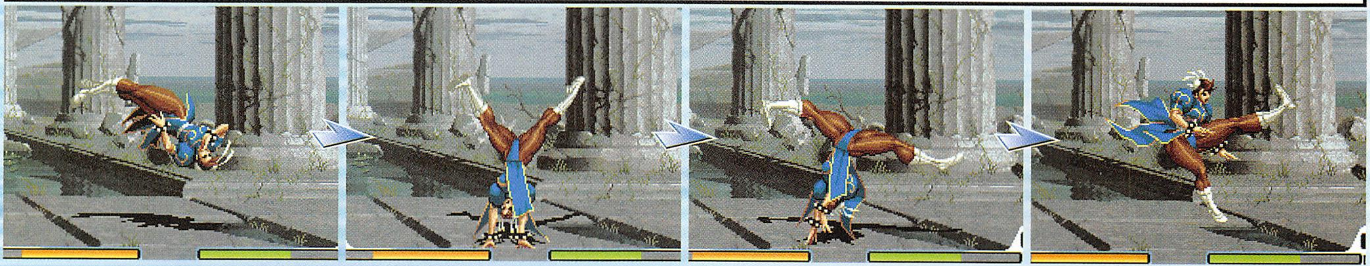
||Special Move] Spinning Bird Kick
⬇ Charge + B or D
Dm:12×2・12×6 C.Dm:14 Stn:4×24×6
G.C:4×2・4×6 Gd: stand/crouch Cn: Do



|Special Move Tensho Kick
➡⬇↘+BorD
Dm:20・18×3 C.Dm:24・22 Stn:14・10 G.C:14・10×3 Gd: Standing/Crouching Cn:do



|Special Move Spinning Roundhouse Kick
➡↘⬇ Gold + B or D
Dm:24 C.Dm:27 Stn:20 G.C:20 Gd: Stand Cn: do



▶Qi Gong Fist

The weak version is performed with one hand and the strong version fires a ki blast from both palms. Only the weak version supports super cancel and teleport (doko-cancel). The weak version is treated as a strike, so the ki projectile does not travel, but it can negate incoming projectiles; its startup is fast, allowing it to chain into strong attacks. Also, it serves well as a poking move and for charging the power gauge at mid-to-long range.

The heavy version is slower to start up and has longer recovery than the light version, but it becomes a full projectile that flies all the way to the edge of the screen. It can be used for long-range zoning, but if an opponent jumps in it can be punished harshly, so avoid spamming it. ● Hundred Crack Kicks

A striking technique that unleashes countless kicks in place. Hold down the button and repeatedly press it.

By continuing from <original>, it is possible to keep kicking. The startup is the same for both weak and strong, but the strong version spins the kick faster. If it hits an opponent who is airborne and at the edge of the screen, you can follow up afterward, so incorporate it into corner combos. Note that you cannot perform a whiff-cancel move from this attack. ● Spinning Bird Kick

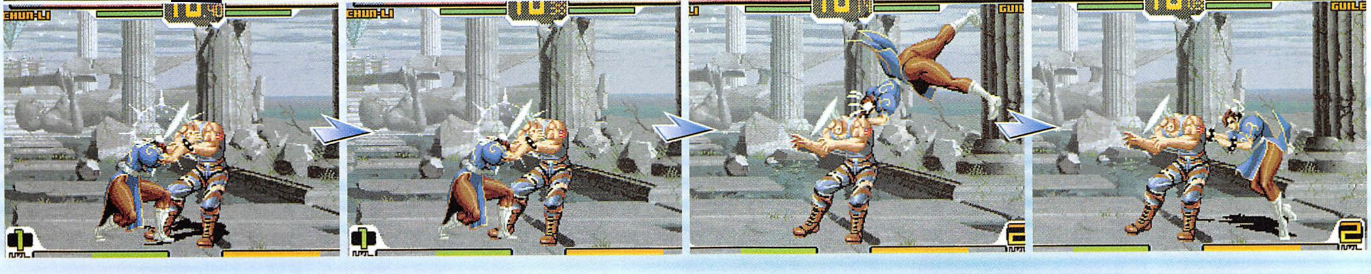
While inverted on the hands, the user spreads their legs front and back and advances while rotating like a propeller, delivering successive kicks. The weak version moves roughly one-third of the screen, while the strong version moves about two-thirds. The first hit has long reach and occurs fairly quickly, so it can be used in combos from a strong attack or from +B. On hit the opponent does not go down and remains at a slightly advantageous state, so at very close range Tensho-kaku (Rising Foot) or Hashan Tensho-kaku can hit repeatedly; from a range just slightly more than point-blank...

If the distance is far, the Phoenix Wing Fan will hit repeatedly. Note that it generally will not hit if the opponent is crouching, but it does hit crouching hit states for Earthquake, Iro (Color?), Guile, Balrog, Hugo, and Demitri. ● Tenshōkyaku

An upward-rising move that delivers three kicks. The difference between the weak and strong versions lies in the rise distance, number of hits, and the post-hit state. The weak version is a single-hit move with a low rise distance, while the strong version has a greater rise distance and can hit up to three times. There is no invincibility time, so it is difficult to use as an anti-air, but the first hit's startup is very fast, making it useful in certain combos (for example, after a Spinning Bird Kick connects). Primarily use the strong version, which allows follow-ups, and after it hits, continue pressure with a forward la

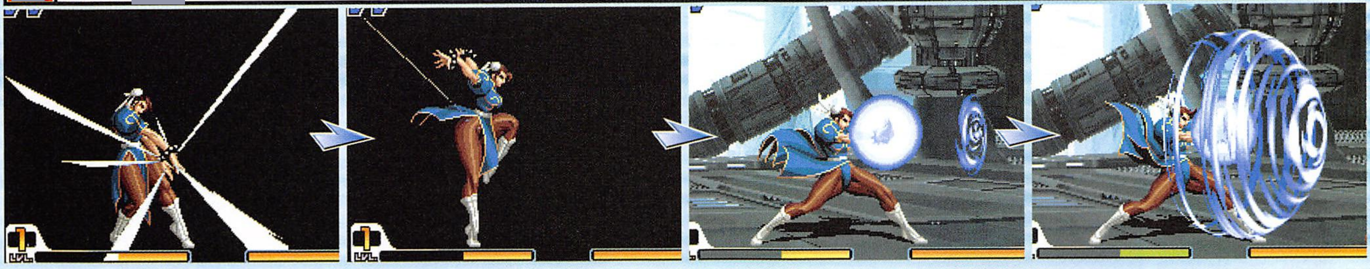
Tenshin Enbu (Spinning Body Waltz)
Special Move: Approach + A or C

Dm:0 | C.Dm:0 | Stn:0 | G.C:0 | Gd:throw | Cn:–



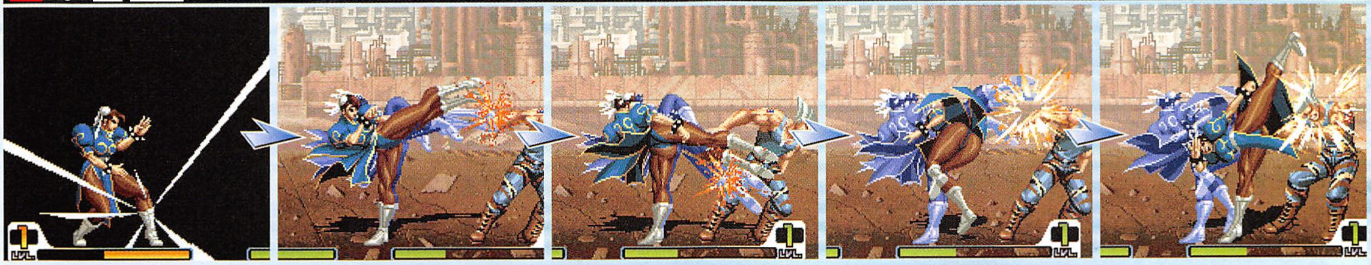
Super Special Ki Palm
Killing Move → A or C

Dm:20×17 | C.Dm:24 | Stn:0 | G.C:4×17 | Gd: Standing/Crouching | Cn:–



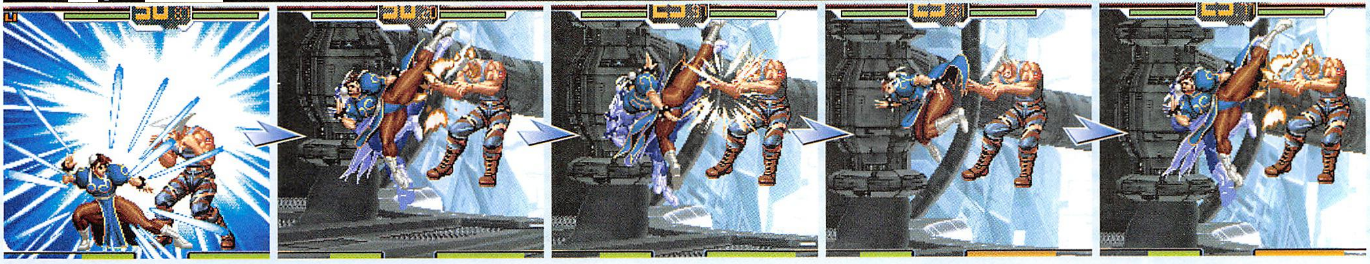
Super Finish Hōyoku Ogi (Phoenix Wing Fan)
If so + B or D

Dm:20×17 C.Dm:20 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:–



EXCEED **Shantiansheng Kick**
Charge + Press B and D simultaneously

Dm:62×9 | C.Dm:68 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:–



▶ Sen'en

A move where she performs a forward roll while delivering a heel drop. It has slow startup and is easy to read and punish, but it functions as a mid attack. The difference between the weak and strong versions lies in startup and recovery after the attack: the weak version has faster startup but leaves the user at a disadvantage after a hit. The strong version has slower startup but leaves the user at an advantage after a hit, and if the latter part connects it can combo into Houyoku-sen (Phoenix Wing Fan) for multiple hits. If the opponent has a low crouching posture, simply hitting them while they are crouching will connect into Houyoku-sen. ● Tenshin Enbu (Rotating Body Dance)

A command throw where you use the opponent's body as a pivot to flip over and come around to their back. It deals no damage, but it leaves the opponent defenseless for a long time, allowing you to follow up with a combo from a Front Step.

Possible. Although the throw itself has slow startup, compared to a normal throw it

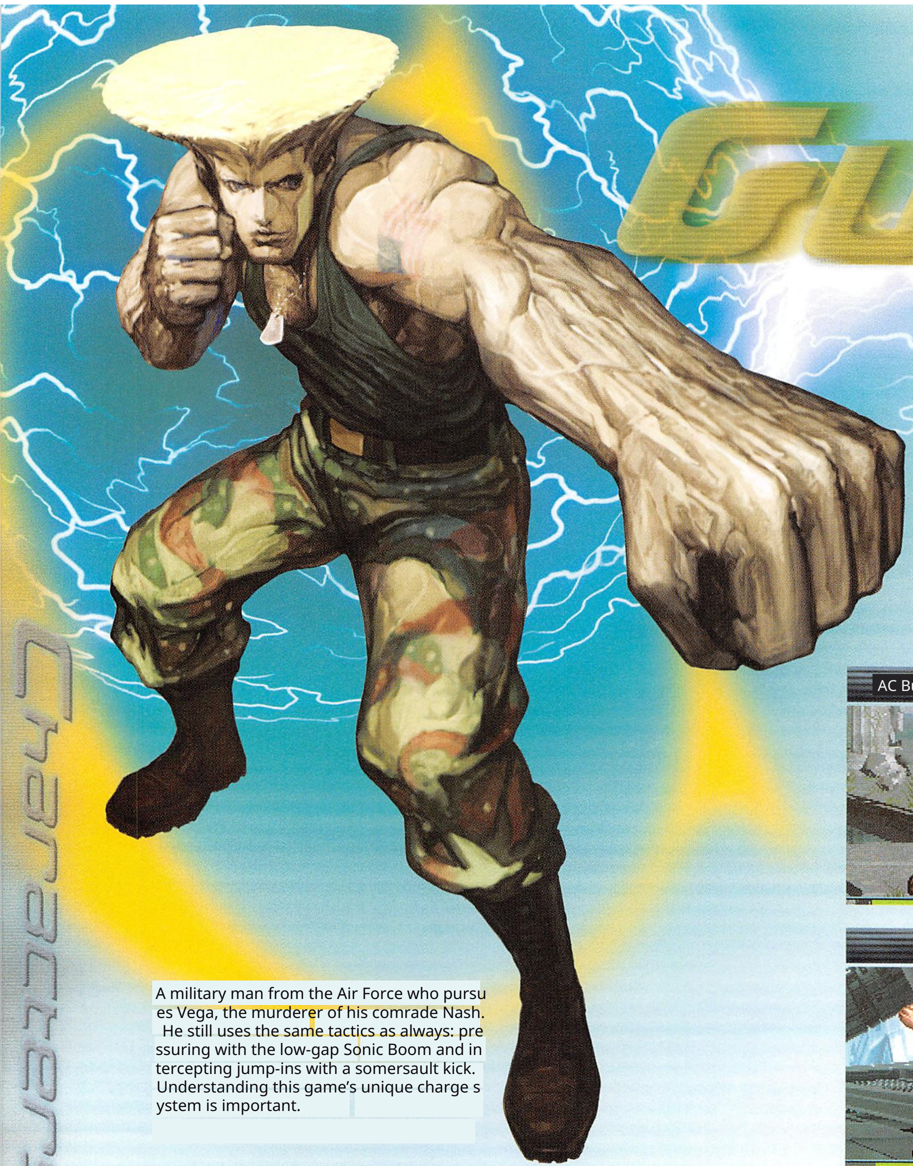
Because it covers a wide area, it is useful as a means to break an opponent's guard. Note that the opponent's state after the follow-up is the same as before being thrown. If used on a standing opponent, the follow-up leaves them in a standing-hit state. If used on a crouching opponent, the follow-up leaves them in a crouching-hit state. ● Qigong Studies

A technique that projects a large spherical ki forward. There is invincibility at the very start, but it ends before the attack hitbox appears. Because it leaves a large opening when blocked, it is awkward to use. ● Phoenix Wing Fan

A rushing move that delivers countless kicks and finally kicks the opponent upward, sending them flying into the air. After the dash, the attack transitions when the character gets close to the opponent or after a set amount of time has passed. Because its startup is extremely fast, it links from weak attacks regardless of spacing

and can still hit repeatedly. After confirming the hit, you can follow up with something like a forward big jump CC, so the total damage is very large; it is useful in combos and for punishes. Also, there is invincibility at the very start, allowing it to pass through projectiles in some cases. However, the invincibility generally ends before the attack becomes active, so it is not reliable as an anti-interrupt. ● Mountain Heaven Rising Kick

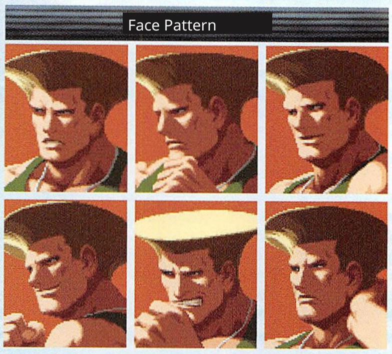
An enhanced version of the Rising Kick that unleashes countless kicks while ascending. Its range is short, but because its startup is extremely fast, if performed immediately after a Spinning Bird Kick hit it can become a combo. Also, invincibility continues from the start through the attack's activation, so it can be used on wakeup or as an anti-air. Note that it is treated as a charge move, so remember that.

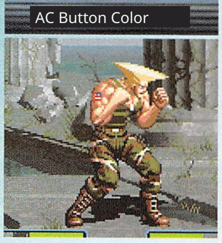


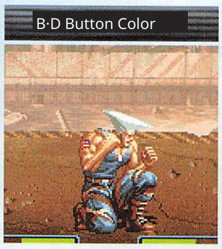
GUILE

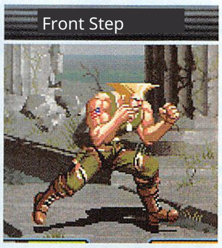
Guile

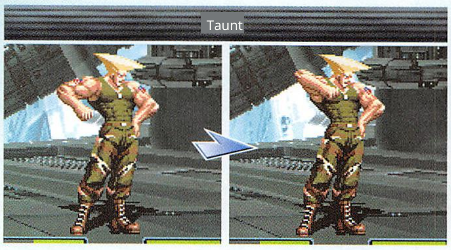
A military man from the Air Force who pursues Vega, the murderer of his comrade Nash. He still uses the same tactics as always: pressuring with the low-gap Sonic Boom and intercepting jump-ins with a somersault kick. Understanding this game's unique charge system is important.

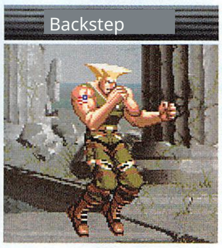

Face Pattern


AC Button Color


B·D Button Color


Front Step


Taunt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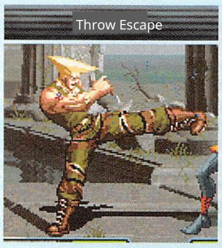
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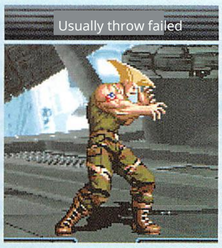
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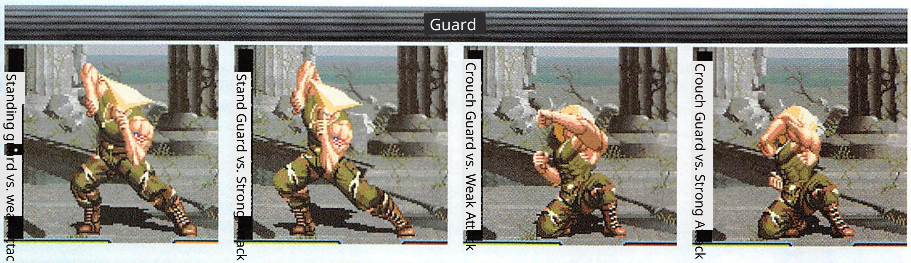
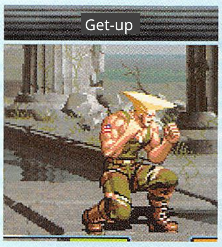

Guard

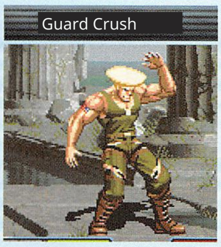
Standing guard vs. weak attacks

Stand Guard vs. Strong Attack

Crouch Guard vs. Weak Attack

Crouch Guard vs. Strong Attack


Get-up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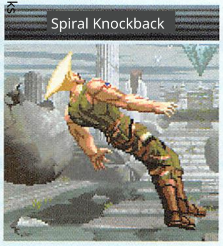
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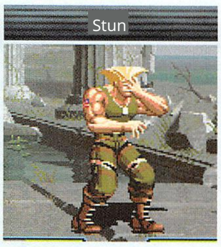
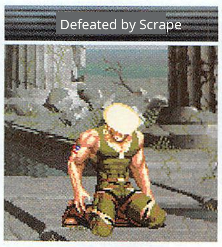

Stun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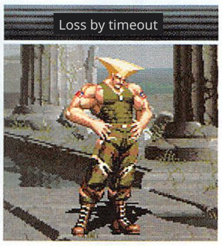
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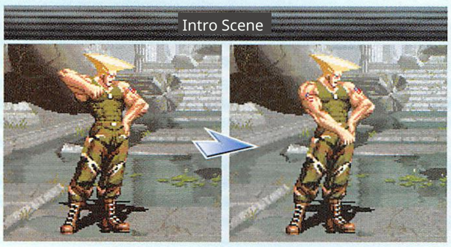
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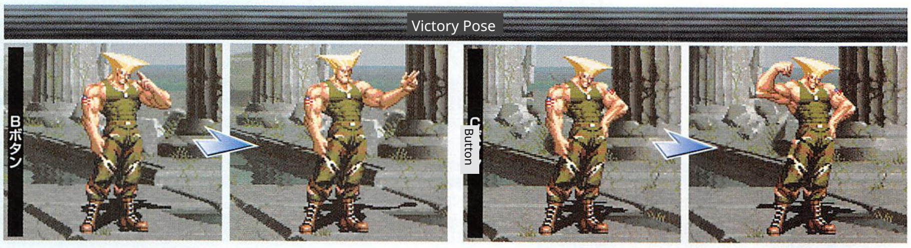
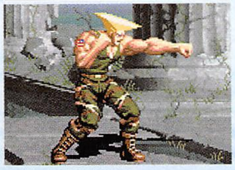
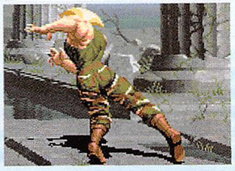
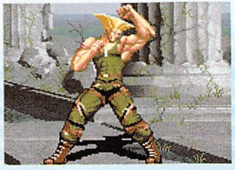
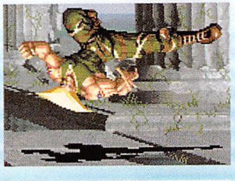
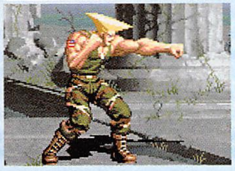
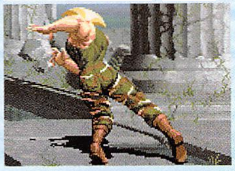
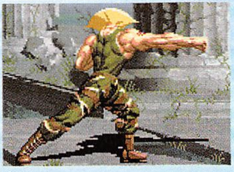
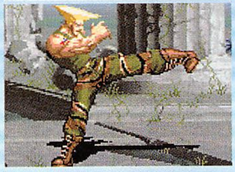
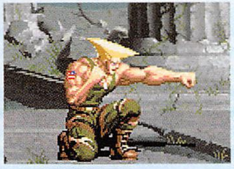
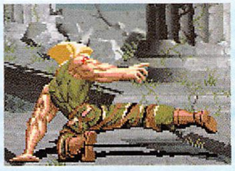
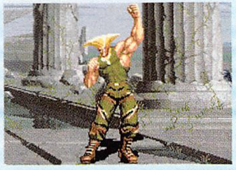
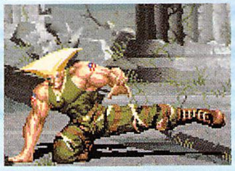
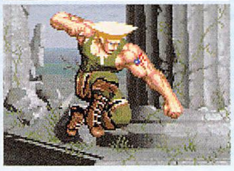
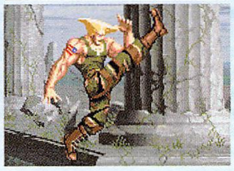
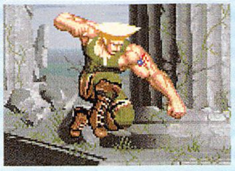
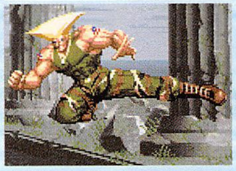
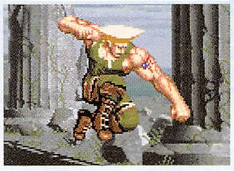
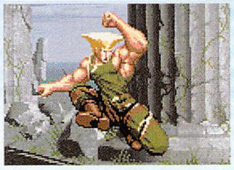
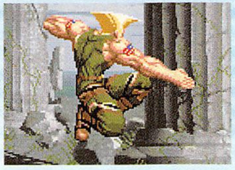
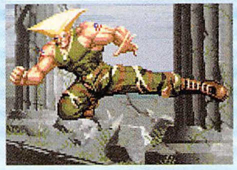

Victory Pose

Bボタン

C Button

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Stand/Crouch Cn: Link必 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Stand/Crouch Cn: Link必 	Dm:21 C.Dm:30 Stn:19 G.C:16 Guard: Stand/Crouch Cn:必 	Dm:21 C.Dm:30 Stn:19 G.C:16 Gd: Standing/Crouching Cn:× 
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand/Crouch Cn: Link必 	Dm:6 C.Dm:7 Stn:6 G.C:6 Guard: Standing/Crouching 	Dm:21 C.Dm: 30 Stn:19 G.C:16 Gd: Stand/Crouch Cn:× 	Dm:21 C.Dm:30 Stn:19 G.C:16 Gd: Standing/Crouching Cn:× 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:Stand/Crouch Cn: Link必 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:crouch Cn: consecutive 	Dm:16 C.Dm:17 Stn:19 G.C:16 Guard: Standing/Crouching Cn:必 	Dm:21 C.Dm:30 Stn:19 G.C:16 Gd: crouch Cn: hit 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:× 	Dm:21 C.Dm:30 Stn:19 G.C:16 Gd: Standing Cn:× 	Dm:21 C.Dm:30 Stn:19 G.C:16 Gd: Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Standing Cn:x 	Dm:21 C.Dm:30 Stn:19 G.C:16 Gd: Stand Cn:× 	Dm:21 C.Dm: 30 Stn:19 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Crouching A has very fast startup, can be rapidly repeated, and is the core close-range move that can be canceled into special moves. Crouching C is strong upwards and can be used as an anti-air. Far-standing C has excellent reach. It's good to use when you want to poke without releasing a back charge.

Normal Jump Attacks

Forward jump B is strong downward and can beat attacks like Dhalsim's ⬇+D. Forward jump C has strong hitboxes, making it easier to win aerial anti-air exchanges. It's also important as an anti-air from a distant range. Jump D has a long horizontal reach. Use it when diving in from far away or during a vertical jump.

Throws / Special Moves / Other

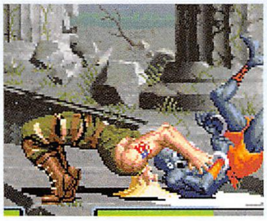
AB throws cannot be tech-rolled, so they are convenient. Air throws have a wide range and likewise cannot be tech-rolled. They can be used as anti-air. When performing a jump attack, press AB or CD at the same time to always incorporate an air throw.

⬅+B is easy to use because it has long reach yet a short recovery. ➡+C is an attack with extremely long reach. Aim to follow up after a weak Sonic Boom hit or when you use Sonic Boom to nullify the opponent's projectile. ⬅or➡+B can be used to charge backward while moving forward, and because it has little vulnerability it can also be used in pressure strings. ◆or+D removes the hurtbox at the feet, making it strong against the opponent's low attacks.

Throw 1 Dragon Suplex

Approach and press A and B simultaneously

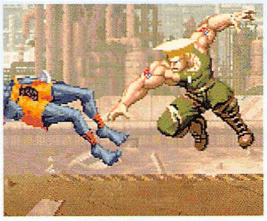
Dm:24 C.Dm:24 Stn:0
G.C:0 Gd:throw Cn:×



Throw 1 Flying Mayer

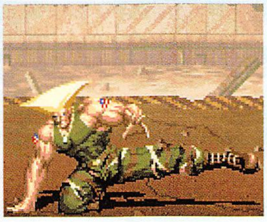
When approaching in the air, press A and B or C and D simultaneously

Dm:20 C.Dm:20 Stn:0
G.C:0 Gd:throw Cn:×



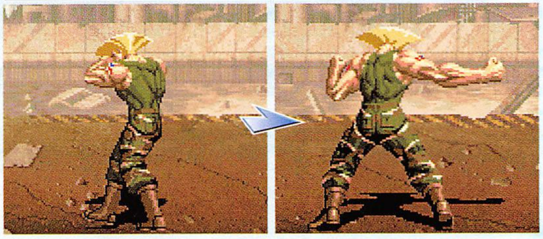
Special Slide Kick ⬊+B

Dm:16 C.Dm:22 Stn:16
G.C:16 Gd: crouch Cn: do



Special Spinning Back Knuckle ➡+C

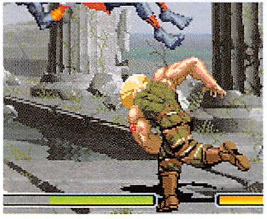
Dm:21 C.Dm:30 Stn:20 G.C:20 Gd: Standing/Crouching



Throw Jude Throw

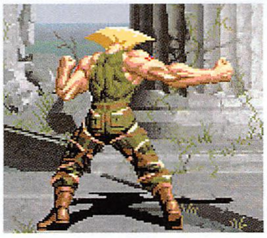
Close in and press C and D simultaneously

Dm:24 C.Dm:24 Stn:0
G.C:0 Gd:throw Cn:×



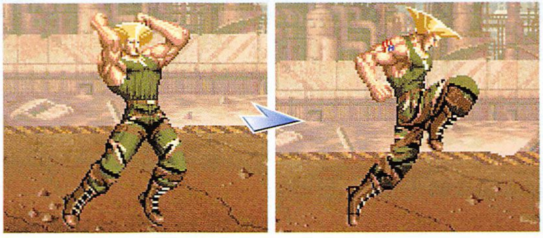
Guard Cancel Attack

Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Stand/Crouch Cn:×



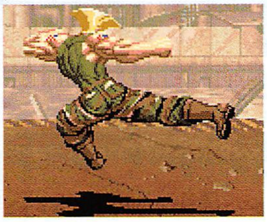
special Knee Bazooka 会or⬆B

Dm:11 C.Dm:16 Stn:11 G.C:8 Gd: Standing/Crouching Cn:hit



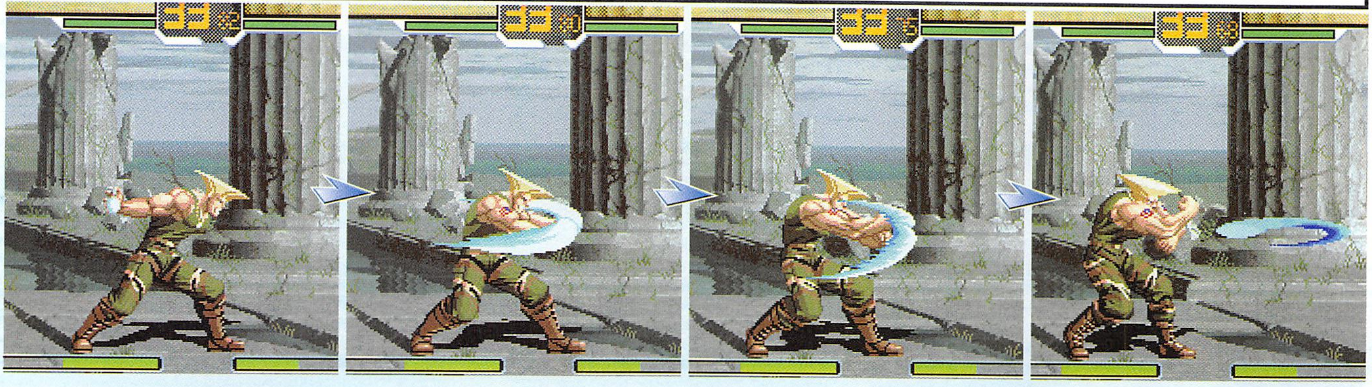
Special Trolling Sobat ⬅or➡+D

Dm:18 C.Dm:24 Stn:16
G.C:13 Gd: Standing/Crouching Cn:×



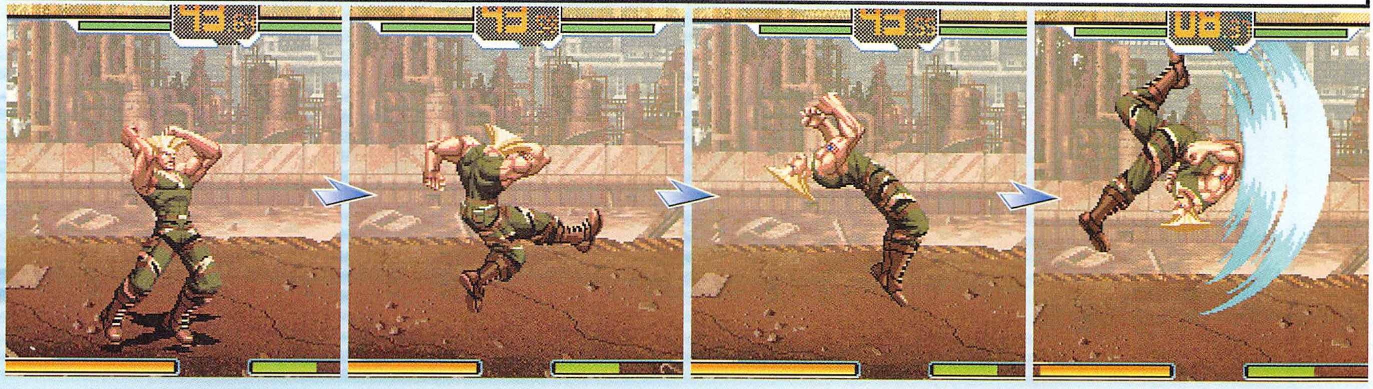
|Special [Sonic Boom ◆Charge + A or C

Dm:16 C.Dm:20 Stn:10 G.C:10 Gd: Standing/Crouching



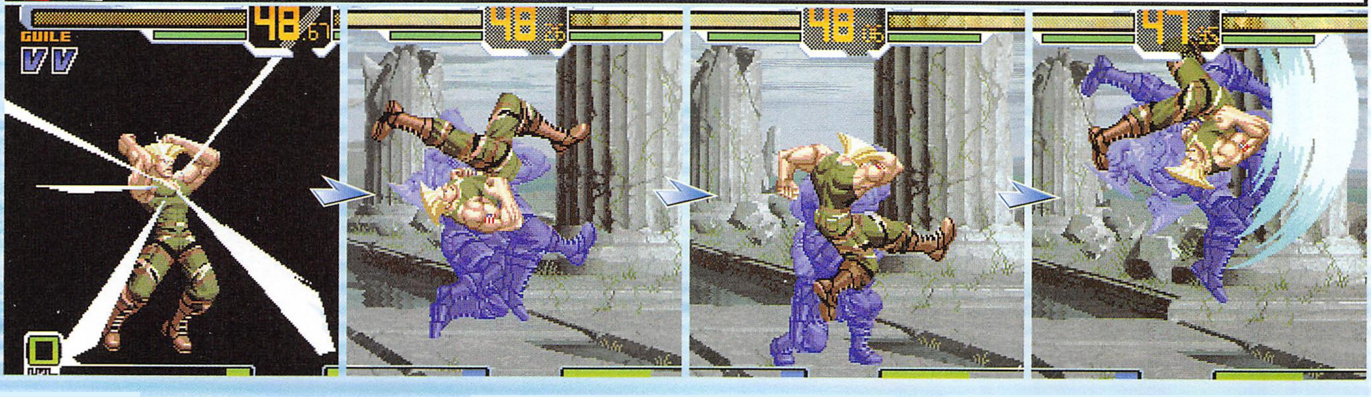
Special Move Somersault Kick Charge + B or D

Dm: 22–24 C.Dm: 28, 30 Stn:16 G.C:16 Gd: Standing/Crouching



Super Finishing Move Somersault Strike Charge + B or D

Dm: 37×10 C.Dm:45 Stn:0 G.C: 2×10 Gd: Standing/Crouching



● Sonic Boom

By quickly crossing both arms, a projectile that generates a sonic blade is produced. The weak version has a slower projectile speed but smaller recovery, while the strong version has a faster projectile speed but larger recovery. The particularly small recovery on the weak version is noteworthy; even if blocked at point-blank range, it leaves you at an advantage. Moreover, if the opponent uses a GC Front Step, our normal throw is guaranteed.

Usually use the quick Weak moves that leave little openings; when the opponent guards a Weak Sonic Boom or in other advantageous situations, use the Strong version—which boasts higher projectile speed—to limit the opponent's options. It tends to catch opponents at the start of their jump, and a hit in the air can knock them down, which is another key point. Additionally, in this game the charge time is short, allowing rapid repeated shots, and even if the opponent jumps over them...

The Midsalt Kick (Martial Salt Kick) can usually be executed in time. However, there is a trick to charging back and down simultaneously (see P012). Although difficult, it is powerful, so mastering this game's unique charge-related system is undoubtedly essential for winning with Guile. ●Somersault Kick

A special move where the character kicks upward while jumping and emits a shockwave. The weak version loses its invincibility as soon as it becomes active, but the strong version retains invincibility through its activation. There is no difference in startup or reach between them, so use the strong version for anti-air or counterattacks. Also, take advantage of the quick startup to incorporate it into combos.

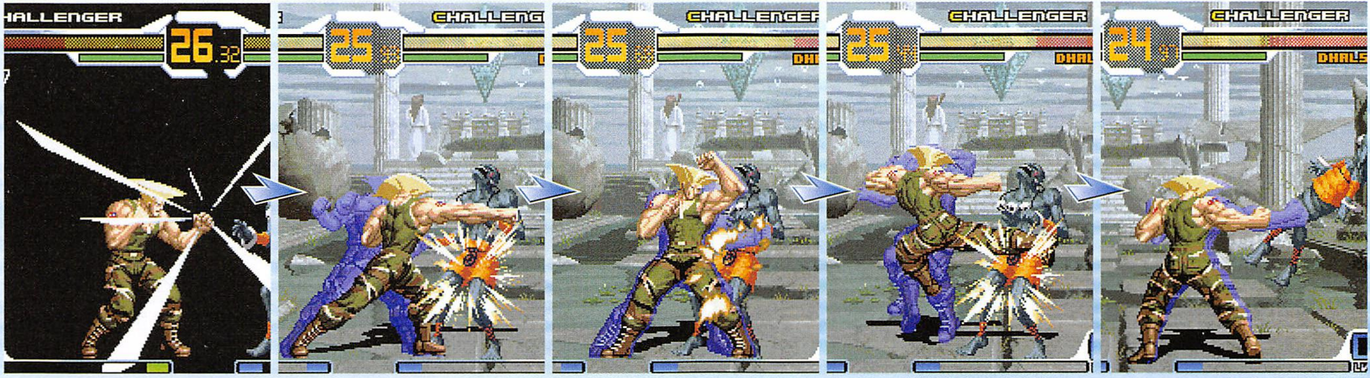
If the charge is completed, it functions as a powerful anti-air move but it won't reach when an opponent jumps in from far away. Thus,

In such a situation, it would be reassuring if you could use the jump C from a forward jump as an anti-air while inputting the aerial throw (pressing C and D simultaneously). ●Somer-Sault Strike

The super special move that unleashes three consecutive Somersault Kicks. There is no difference between the weak and strong versions. Take advantage of the invincibility that lasts until after its startup and use it as an interrupting move against grounded opponents. Also, because it deals more damage than the Somersault Slash described later, it can be incorporated into combos. If you are close enough, it will chain into hits starting from a light attack. However, if it hits in the air not all hits will connect and the damage will be reduced, so its anti-air capability is lower than that of the Somersault Slash mentioned below.

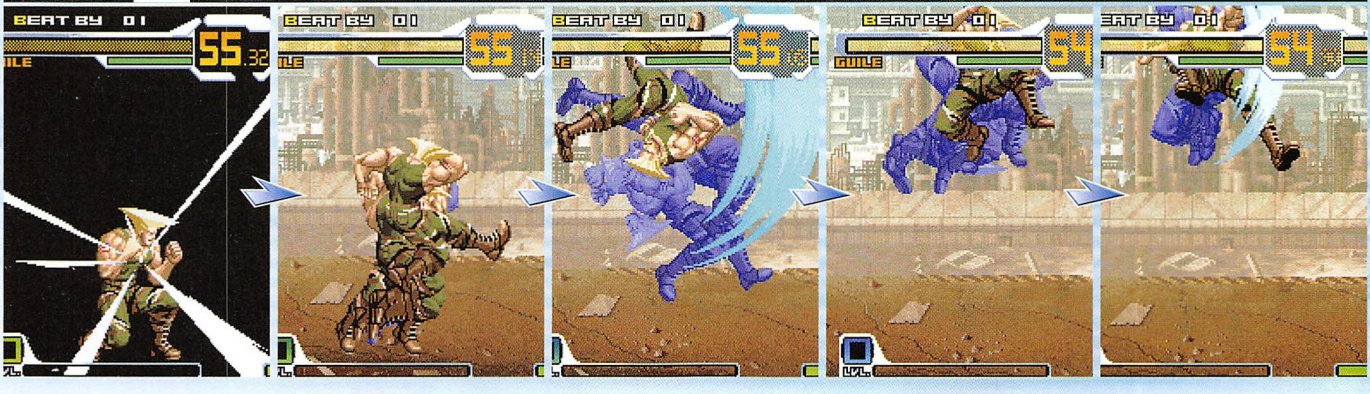
Super Art: Total Wipeout
Special Move ← ↙ ↓ ↘ → + B or D

Dm:13×5 | C.Dm:18 | Stn:0 | G.C:2×5 | Gd: Standing/Crouching | Cn:—



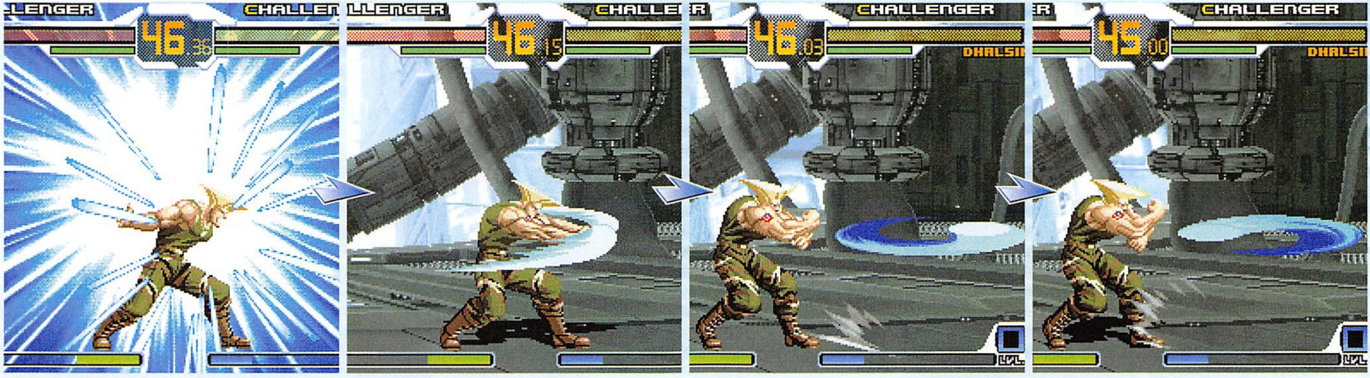
Somersault Slash
Finish Charge ↓ ↑ A or C

Dm:12×7+40 | C.Dm:16、46 | Stn:19 | G.C:0 | Guard: Stand/Crouch | Cn:—



EXCEED 1 Sonic Hurricane
Charge ← → Press +AC simultaneously

Dm:64×13 | C.Dm:72 | Stn:0 | G.C:1×13 | Gd: Standing/Crouching | Cn:—



● Total Wipeout

Super move that unleashes a series of attacks in the motion of rushing forward while doing standing A, far standing C, close standing C → +D → +C. It has invincibility that lasts until after it comes out and has longer reach than other super moves. It is easy to incorporate into combos and is a valuable move that can beat interruptions from a slightly distant range (for example, when Dhalsim's Yoga Flame is layered from afar on a waking opponent). However, when it hits an airborne opponent it usually only connects on the first hit.

Note that the recovery on the 5th hit is much larger than it looks, so if you are targeted with a GC Front Step you can suffer a painful counterattack.

● Somersault Slash

Super move that follows a vertically rising somersault kick with a downward stomp. Like the Somersault Strike, it has invincibility that lasts until after it comes out, but this one has the advantage that when used on an airborne opponent the downward stomp almost always connects, allowing it to deal consistent damage. This remains true even at ranges where the first hit barely connects.

The main use is as an interrupt that takes advantage of the long invulnerability and as part of combos starting from a heavy attack.

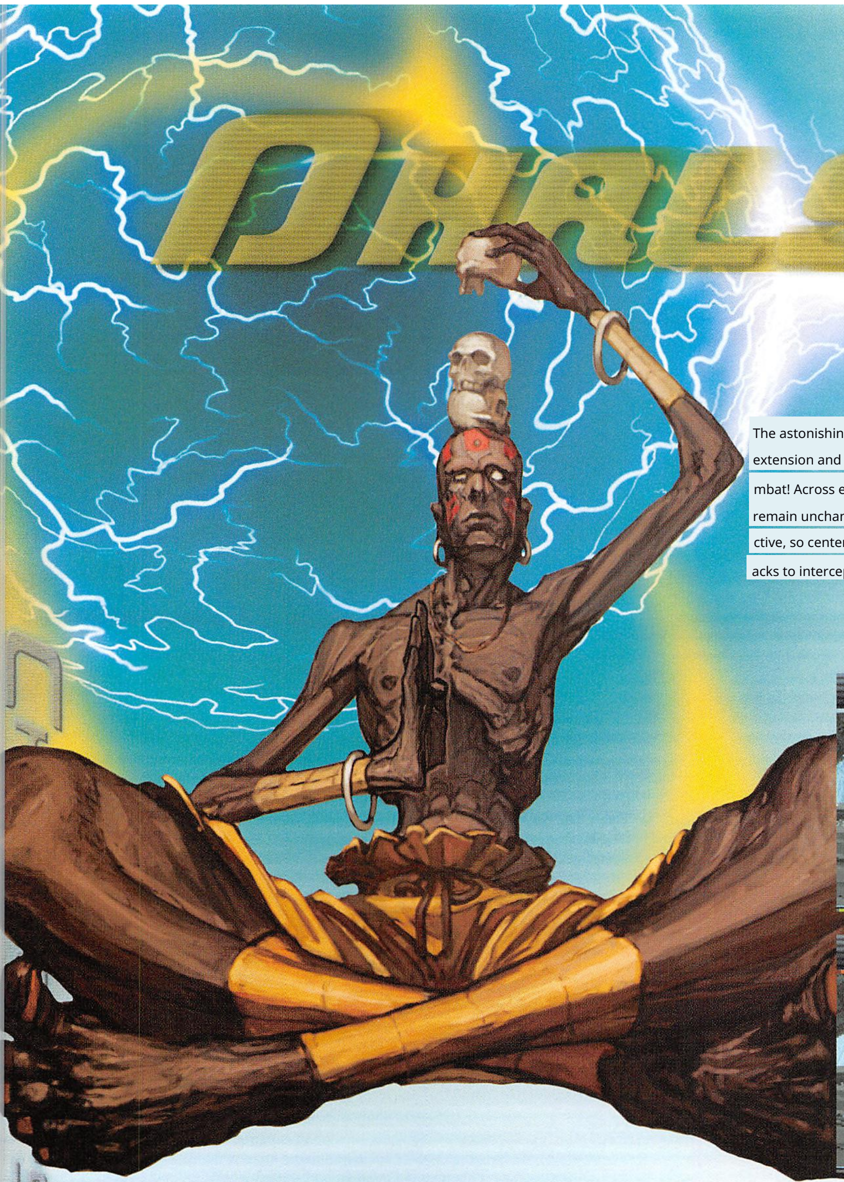
Basically, use Somersault Slash for anti-air and interrupt moves, and Total Wipeout for combos.

● Sonic Hurricane

EXCEED that creates a gigantic sonic boom-like shockwave in front of you. It covers just under half the screen and remains invulnerable until after the attack hitbox is generated. It can hit up to 13 times and deal about one full health bar of damage.

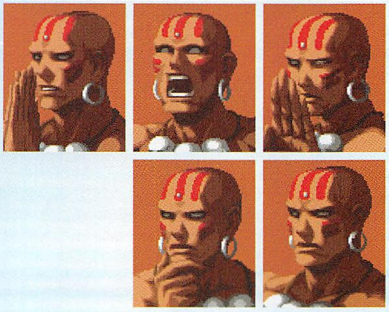
However, at very borderline range, even if it connects the first hit, subsequent hits may whiff.

It has larger recovery than it looks, and if blocked you will definitely be punished. Since it can only be used once per match, use it carefully.



Dhalsim

The astonishing Yoga Master, who has mastered limb extension and fire projection, excels at long-range combat! Across eras and games, Dhalsim's basic tactics remain unchanged. In this title, Yoga Fire is highly effective, so center your strategy on it and use normal attacks to intercept approaching opponents.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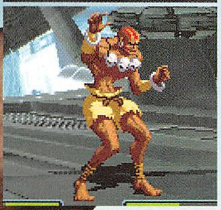
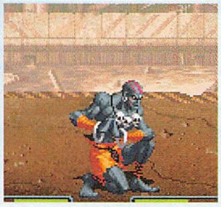
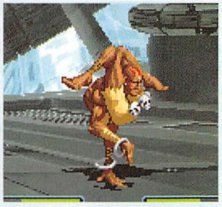

AC Button Color


B·D Button Color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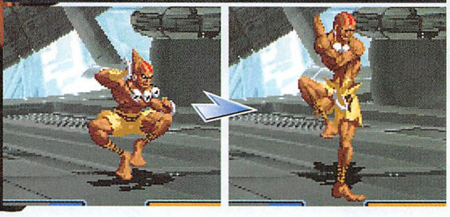
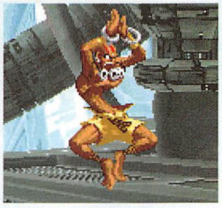

Taunt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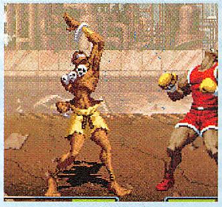
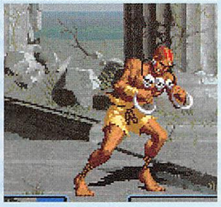
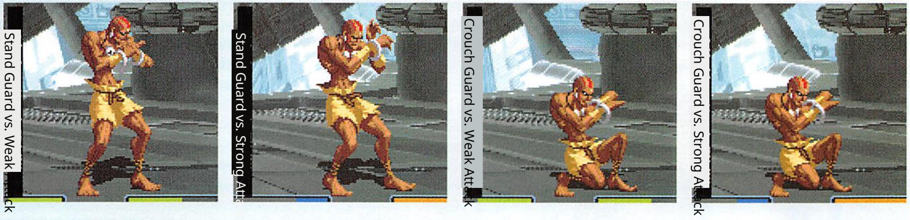
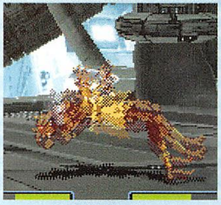
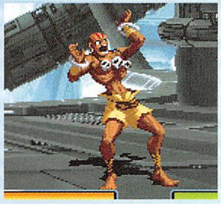
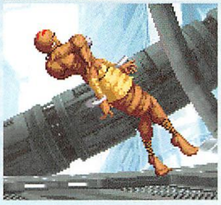

Throw Escape

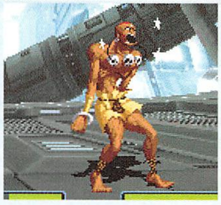

Usually throw failed

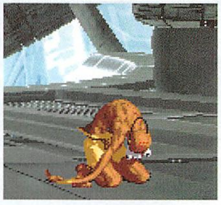

Guard
Stand Guard vs. Weak Attack
Stand Guard vs. Strong Att
Crouch Guard vs. Weak Attack
Crouch Guard vs. Strong Attack

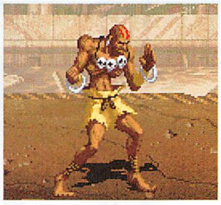

Get-up

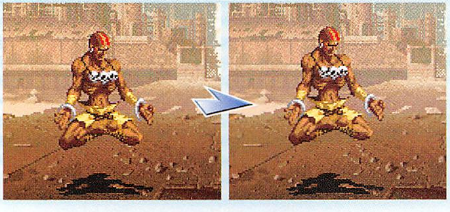

Guard Crush

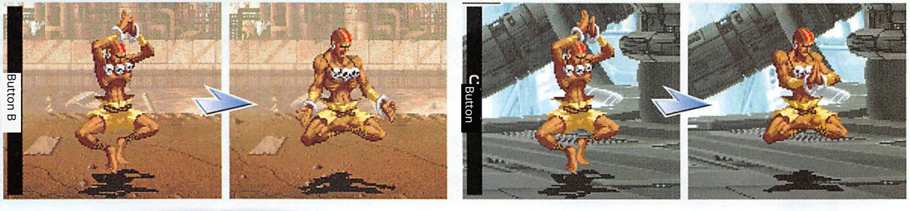

Spiral Knockback

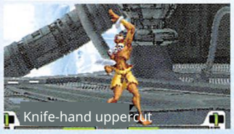
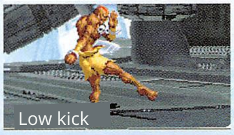
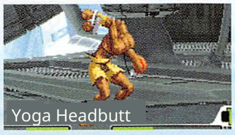
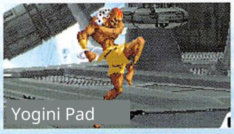
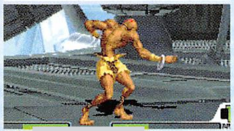
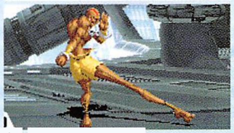
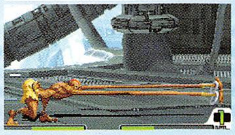
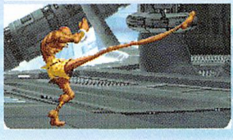
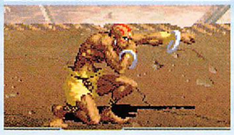
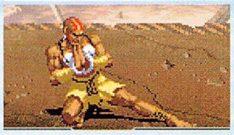
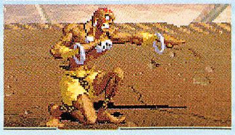
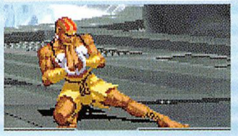
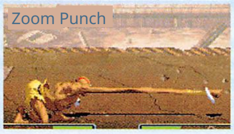
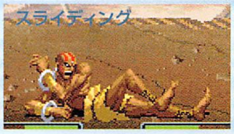
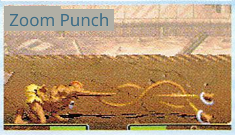
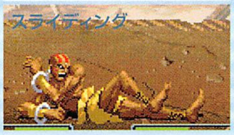
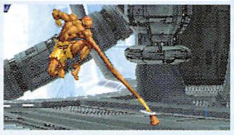
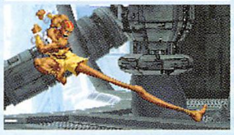
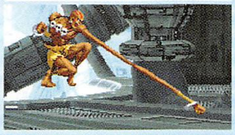
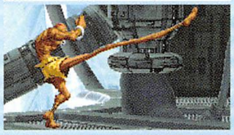
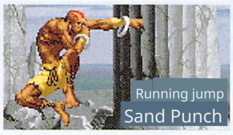
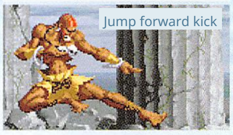
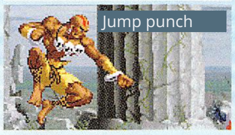
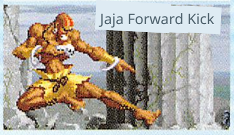

Unconscious


ク Countered by displacement (loss when shifted)


Loss by timeout


Intro Scene


Victory Pose
Button B
C Button

	A button	Button B	C button	D button
Lever-input attack	Dm:11 C.Dm:16 Stn:9 G.C:9 Gd: Stand/Crouch Cn:×  Knife-hand uppercut	Dm:11 C.Dm:16 Stn:8 G.C: 8 Guard: standing/crouching Cn:×  Low kick	Dm:14×2 C.Dm:18 Stn:10×2 G.C: 10×2 Guard: standing/crouching  Yoga Headbutt	Dm:19 C.Dm:28 Stn:16 G.C:16 Gd: Standing/Crouching Cn:×  Yogini Pad
Standing Attacks	Dm:8 (9) C.Dm:9 (10) Stn:8 (9) G.C: 8 (9) Gd: Standing/Crouching Cn: Chain Special Required 	Dm: 8 (9) C.Dm: 9 (10) Stn: 8 (9) G.C: 8 (9) Gd: Standing/Crouching Cn: x 	Dm:19 C.Dm:29 Stn:17 G.C:16 Gd: Stand/Crouch Cn:× 	Dm:19 C.Dm:29 Stn:17 G.C:16 Guard: Stand/Crouch Cn:× 
Crouching attacks	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Standing / Crouching Cn: Link Special Required 	Dm:8 C.Dm: 9 Stn:8 G.C:8 Gd: Required Cn: linked special 	Dm:19 C.Dm:29 Stn:17 G.C:16 Gd: Standing/Crouching Cn: Special Only 	Dm:19 C.Dm:29 Stn: 17 G.C:16 Gd: crouch Cn: Special Required 
Lever-input attack	Dm:11 C.Dm:16 Stn:8 G.C:8 Gd: Standing/Crouching Cn: x  Zoom Punch	Dm:11 C.Dm: 16 Stn:8 G.C:8 Gd: Crouch Cn: Super  スライディング	Dm:12×3 C.Dm:18 Stn:10×3 G.C:10x3 Gd: Crouch Cn: hit  Zoom Punch	Dm:19 C.Dm:28 Stn:16 G.C:16 Gd: Crouch Cn:×  スライディング
Jump Attack	Dm:9 C.Dm:10 Stn:9 G.C:9 Gd: Stand Cn:× 	Dm:9 C.Dm: 10 Stn:9 G.C:9 Gd: standing Cn:× 	Dm:19 C.Dm:29 Stn:17 G.C:16 Gd: Stand Cn:× 	Dm:19 C.Dm: 29 Stn:17 G.C:16 Gd: standing Cn:× 
Attack with Lever Input W	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Stand Cn:×  Running jump Sand Punch	Dm:9 C.Dm:10 Stn:8 G.C:8 Gd: Stand Cn:×  Jump forward kick	Dm:19 C.Dm:24 Stn:16 G.C:16 Gd: Stand Cn:×  Jump punch	Dm:19 C.Dm:24 Stn:16 G.C:16 Gd: Stand Cn:×  Jaja Forward Kick

※(The values in parentheses are for ※Values in ( ) are for long range

Ground normal moves

Standing A has strong upward hit detection and is excellent as an anti-air at close range. Use Standing D to prevent jumps. Crouching C is for punishing openings the opponent shows; cancel into +D to finish the sequence. When projectiles turn into exchanges, it is effective to attack while ducking under them with the lowered-posture +C. Also, Standing C can go under higher projectiles, and after canceling out a large-gap projectile with Yoga Fire, you can use it to counterattack.

◆ +D has long reach and is a very good anti-air. However, if the opponent uses a GC Front Step, you will be punished, so avoid overusing it in ground combat.

Throws / Special Moves / Other

In the air ↓+C is effective when you watch the opponent during a jump and, if you confirm a large opening, you dive in to attack. Surprisingly, it is also strong in air-to-air situations. On the other hand, in the air

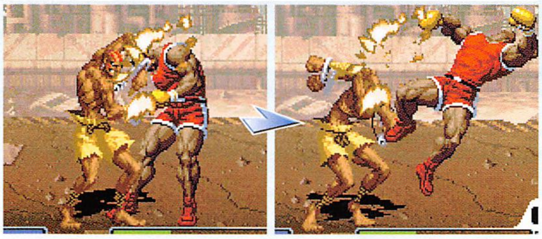
↓+D aims at the opponent's feet at close range; it's good to use immediately after jumping. Ideally it attacks while avoiding the opponent's sweep. Both air +C and air ↓+D have chip-damage properties; the latter can only be canceled into a super move. From air +D you can follow into a light Yoga Drill Attack to deal large damage.

GC attacks are attractive because, if they hit, they create a large spacing advantage. Use them in response to the opponent's big moves or normal moves that are being canceled.

Throw **Yoga Smash**

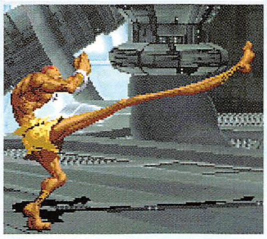
Close and press A and B s

Dm:4×5 C.Dm:4 Stn:0 G.C:0 Gd: Throw Cn: x



Guard Cancel Attack

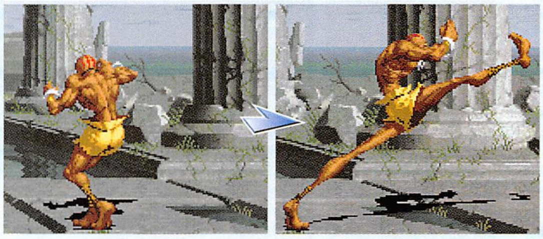
Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Standing/Crouching Cn:×



Special **Move Kick**

During a front ground step, press D

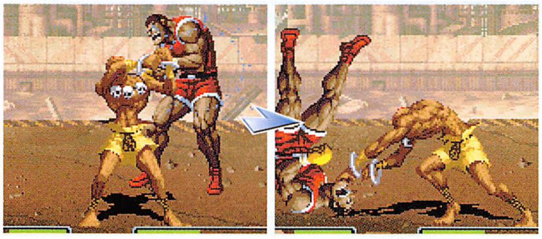
Dm:22 C.Dm:29 Stn:18 G.C:18 Gd: Stand/Crouch Cn:×



Throw **1 Yogasuru**

Close in and press C and D simultaneously

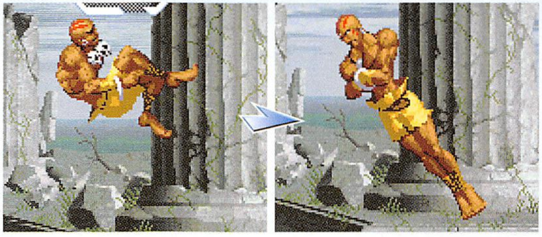
Dm:24 C.Dm:24 Stn:0 G.C:0 Gd:throw Cn:×



special **Drill Kick**

In the air, press +D

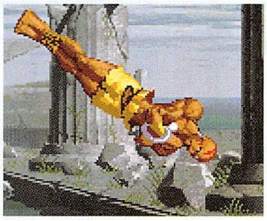
Dm:19 C.Dm:26 Stn:10 G.C:10 Gd: Standing/Crouching Cn: Super



special **1 Drill Headbutt**

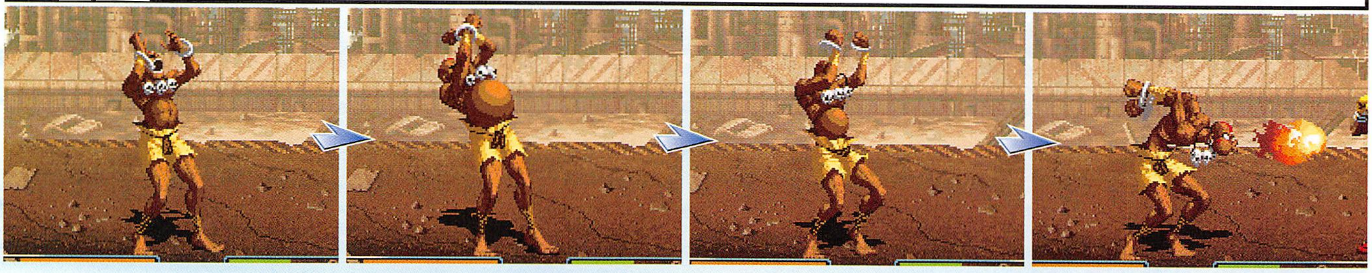
In the air, press +C

Dm:19 C.Dm:26 Stn:10
G.C:10 Gd: Standing/Crouching Cn:×



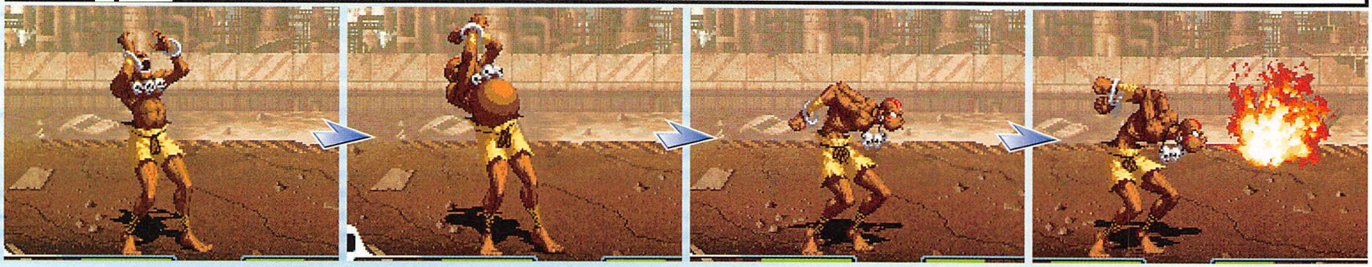
Special Move Yoga Fire	Dm:16	C.Dm:20	Stn:9	G.C:9	Gd: Standing/Crouching	Cn: do

◆Gold + A or C



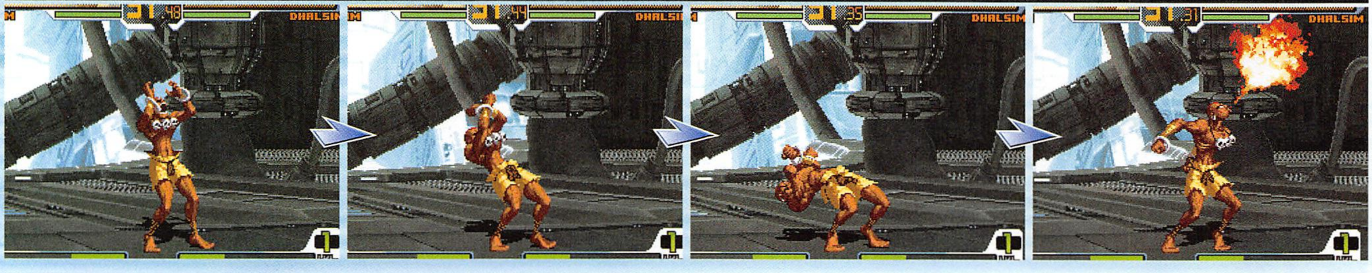
Special Move Yoga Flame	Dm:22	C.Dm:26	Stn:18	G.C:14	Gd: Standing/Crouching	Cn: do

Gold + A or C



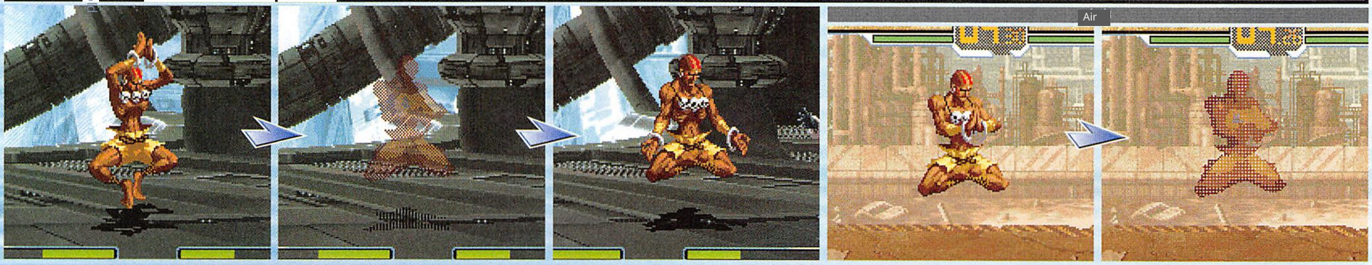
Special Move Yoga Blast	Dm:26	C.Dm:31	Stn:22	G.C:14	Gd: Standing/Crouching	Cn: do

★Gold Rank Gold + B or D



Special Move Yoga Teleport	Dm:0	C.Dm:0	Stn:0	G.C:0	Gd:—	Cn: do

➡⬇ or ⬅⬇ + A C or Press B+D simultaneously (air input allowed)



● Yoga Fire

A dependable projectile that spits a fireball from the mouth. Compared to other characters' projectiles it has less recovery, so it can be spammed even at long range. Startup is the same for weak and strong versions, but the strong version is more reliable when aiming for follow-ups from a strong attack. Recovery is almost identical between weak and strong. The biggest difference is the projectile speed: the weak is slow, the strong is fast. On ground hit the opponent burns and reels, so depending on the distance you can follow up with moves like standing C. When it lands a counter-hit in the air, the opponent's hitbox remains for a brief moment, so if you act quickly you can follow up. This move can be canceled anywhere.

● Yoga Flame

Blows a large flame forward. The weak version has a short active duration, while the strong version is long. For both, the recovery after the flame's active frames end is the same. Startup is slow, so it does not chain from normals. This move can be canceled anywhere.

● Yoga Blast

A large flame blown diagonally upward, intended for anti-air. The difference between weak and strong is active duration, with the strong lasting longer. On counter-hit the opponent's hitbox remains for a short time, so follow-ups like a heavy jump D are possible. It hits ground-based opponents such as Earthquake and Hugo. This move can be canceled anywhere.

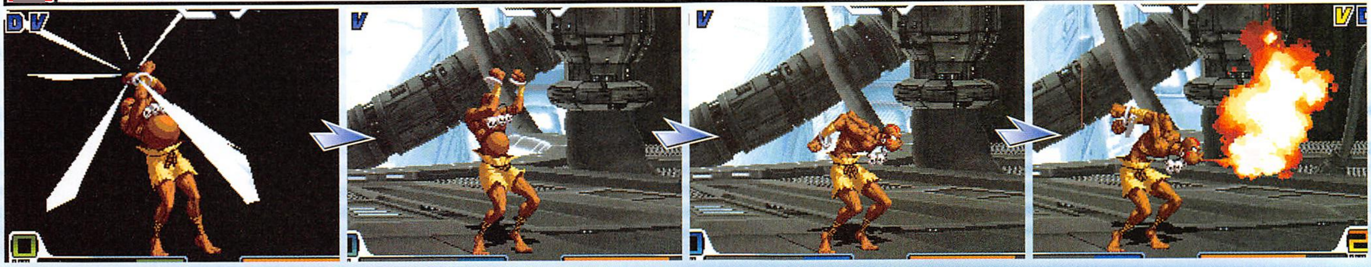
● Yoga Teleport

The so-called instant teleport, which can be performed either in the air or on the ground. The moment it is performed the hitbox disappears, allowing you to avoid attacks that overlap wake-up. There are four possible spawn locations corresponding to button and lever combinations. Forward ➡⬇ appears as backward ⬅⬇. If AC is pressed simultaneously you reappear about 1/3 of the screen away; if B+D are pressed simultaneously you reappear about one full screen away. There is slight recovery immediately after appearing, so you cannot act instantly. For the aerial version, the height is the same as the moment you disappeared. The positions are the same four locations as on the ground (lever and button inputs are the same). After appearing, regardless of the state before the Yoga Teleport, you fall straight down. If you appear behind the opponent, you will face toward them upon reappearin

By the way, after finishing the movement you can perform ⬇+D or a Drill Attack, but you cannot perform Yoga Teleport → ⬇+D → Yoga Drill Attack in sequence. Ground version only; it can be canceled anywhere.

Super Yoga Inferno
Killing Move ⬇⬊➡⬇⬋⬅+AorC

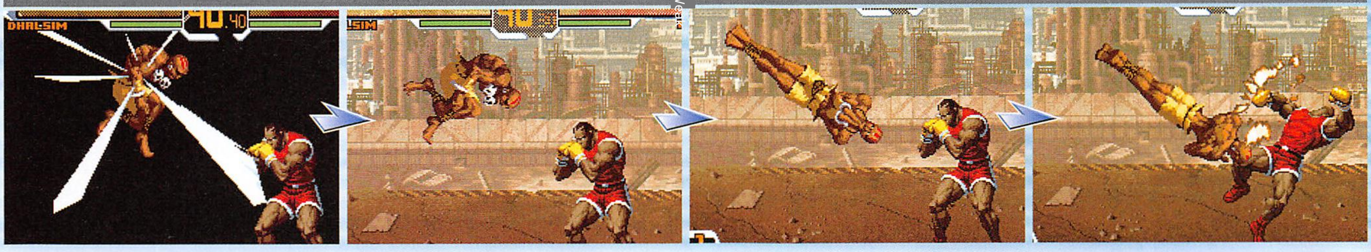
Dm:32×9 | C.Dm:40 | Stn:0 | G.C:2×9 | Gd: Standing/Crouching | Gn:—



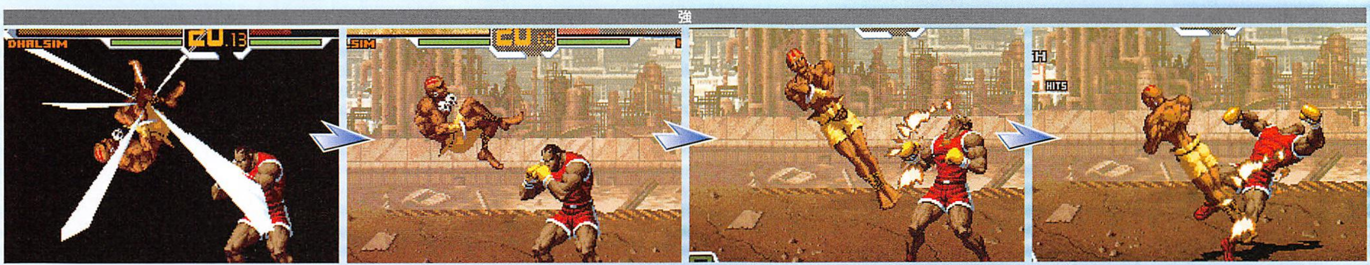
Super Killing Move 必 Yoga Drill Attack
In the air press Light-

Dm:22x10 C.Dm:40 | Stn:0 | G.C: 2×10 | Guard: Stand/Crouch | Gn:—

Weak



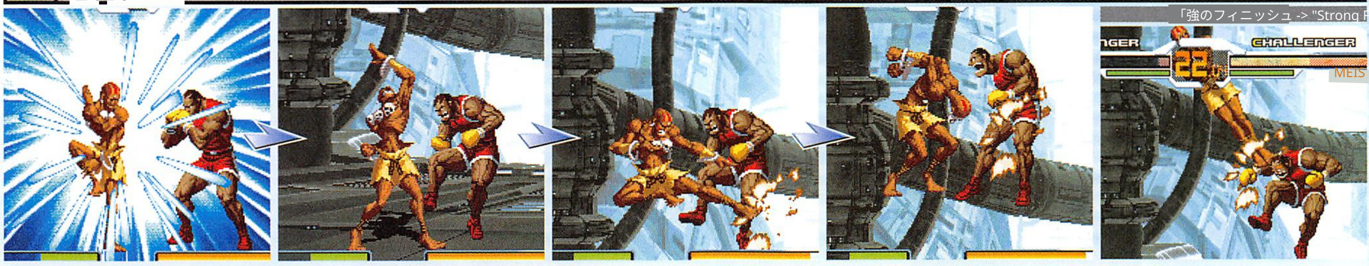
強



EXCEED Yogalegend
金時金時+BorD -> Kintoki Kintoki + B or D

Dm:0+14×8·0+9×12 | C.Dm:0+14×8·0+9×12 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Gn:—

「強のフィニッシュ -> "Strong Finish



MEIS -> MEIS

●ヨガインフェルノ -> ●Yoga Inferno

前方に多段の炎を放射する技。画面暗転までに少し時間がかかるが、暗転した瞬間から長い無敵時間がある。ただし、発生から画面暗転までが無敵でないため、起き上がりに重ねられた攻撃の場合は炎が発生せず、かつパワーゲージだけを消費してしまう。多段の炎は間隔が短く、相手は最後の1発にしかGCフロントステップできない。さらに、最後にGCフロントステップされた場合でも若干有利なため、投げ間合いならこちらの通常投げが確定する（投げ抜けは可能）。●ヨガドリルアタック -> A technique that emits multiple consecutive flames forward. It takes a little time until the screen goes dark, but from the moment of the blackout there is a long period of invulnerability. However, because the move is not invulnerable from its startup until the screen darkens, if an attack overlaps during the opponent's wake-up the flames will not be produced and only the power gauge will be consumed. The multi

弱はドリル頭突きの、強はドリルキックの強化版。

それぞれ最高10段の多段技になり、与えるダメージ -> The weak version is an enhanced drill headbutt, and the strong version is an enhanced drill kick. Each becomes a multi-hit move of up to ten hits, and the damage dealt

も高い。強は10段目がダウン技に設定されているが、実戦ではほとんど最後までヒットしない。一方、弱は初段がダウン技で、2段目以降は空中で連続ヒットする仕組み。こちらも全段ヒットしないことが多いが、その場合、画面中央なら立ちCで、画面端ならしゃがみCやEXCEEDなどで追撃できる。 -> and is high. The strong version has the [illegible] connects all the way to the last hi

ちなみに、この技自体には無敵時間が無く、発生も遅い。ただ、ダメージが大きく、ガード時も特定のポイントでしかGCフロントステップされないため、反撃は受けにくい。実戦では空中+Dの発生直後をキャンセルして弱で出し、連続技にするのが一般的。●ヨガレジェンド -> Incidentally, this move itself has no invulnerability and is slow to start. However, it deals large damage and when guarded it can only be GC Front Stepped at specific points, so it is difficult to be punished. In practice, players commonly cancel immediately after the startup of aerial +D into t

◆+Aと同じ見た目のアッパーを振り上げ、ヒット時 -> Raises an uppercut that looks the same as ◆+A, and on hit

は相手をロックし、空中で次々に打撃技を繰り出す。最後は、弱は頭突きで相手をたたき付け、強は多段のドリルキックで締める。リーチは短いが、発生から攻撃判定発生後まで無敵時間があるので、つぶされることは無い。また、ガード後も反撃を受けない。ただし、発生がやや遅いため、対空に使う場合はある程度早めに出す必要があり、起き上がりに使うときは大技に合わせないとガードされる可能性があるので注意。 -> it locks the opponent and unleashes succe

The difference between weak and strong lies in startup and attack power. The weak version has slightly faster startup, and its power is about equivalent to one strong attack. In actual play, use the weak version if it perform

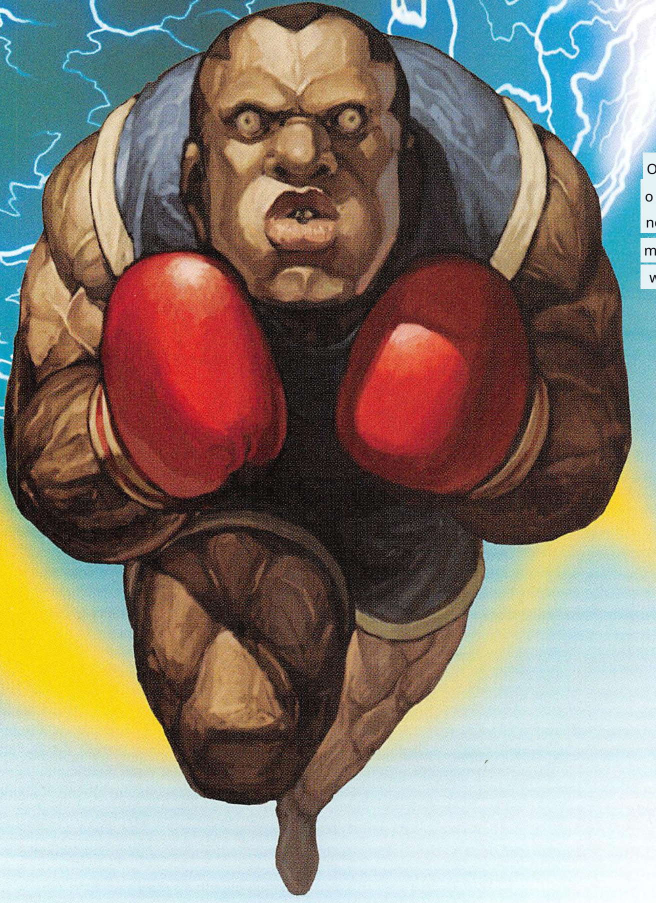
Characters

キャラクター編

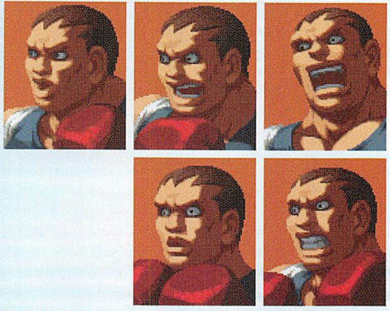
DHALSIM Darusimu (Dhalsim)

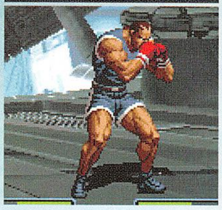
M.BISON

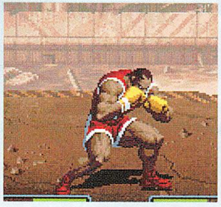
M. Bison

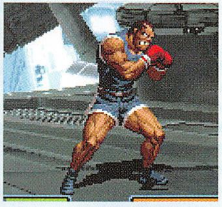


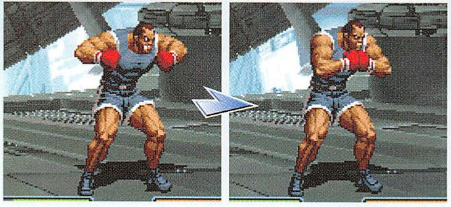
One of Shadaloo's Four Elite Warriors, a boxer who prides himself on a rough fighting style. He has no kicking moves, and his straightforward attacks match his appearance. Overwhelm your opponents with a series of powerful punches.

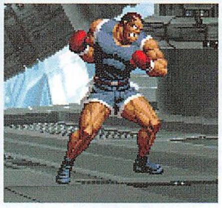

Face Pattern

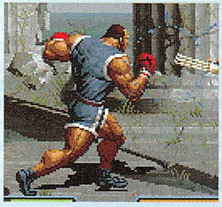

AC Button Color

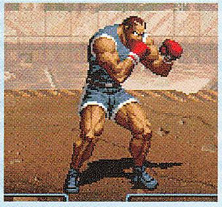

BD Button Color

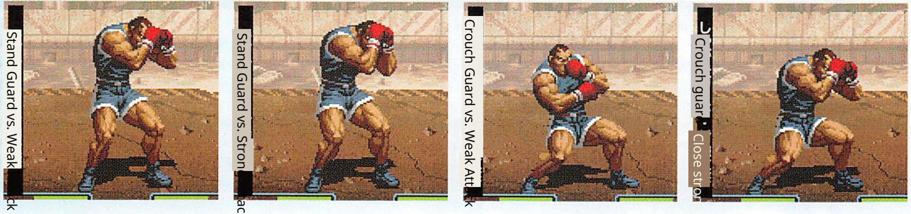

Front Step


Taunt


Backstep


Throw Escape


Usually throw failed

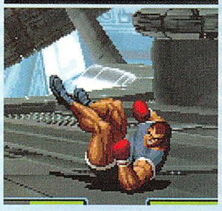

Guard

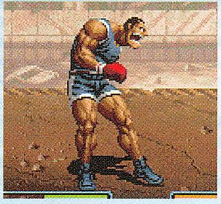
Stand Guard vs. Weak

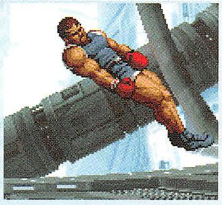
Stand Guard vs. Stron

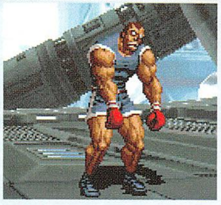
Crouch Guard vs. Weak Att

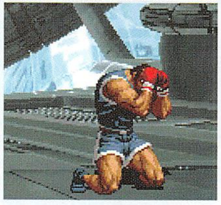
Crouch guar Close stro

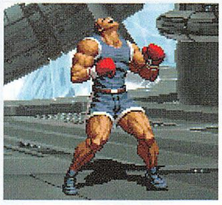

Get-up

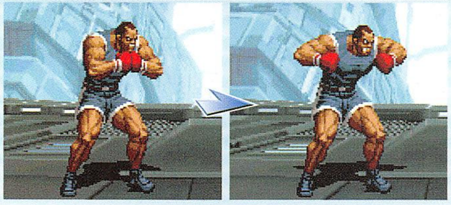

Guard Crush

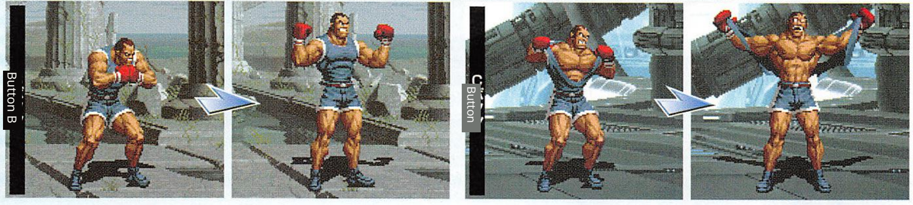

Spiral Knockback


Unconscious


Defeated by Scrape

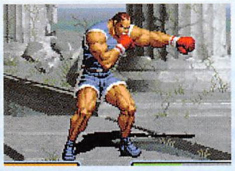
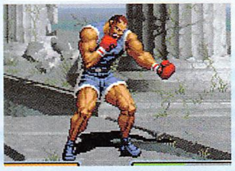
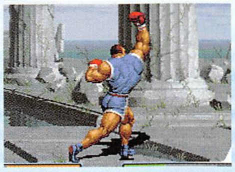
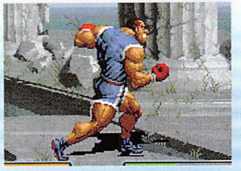
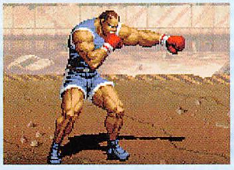
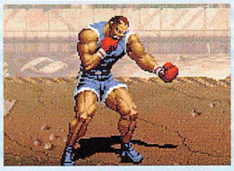
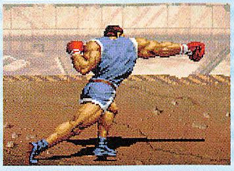
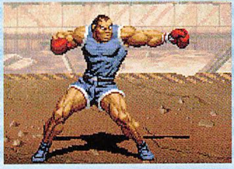
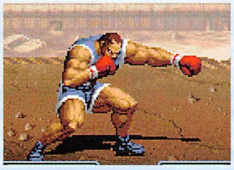
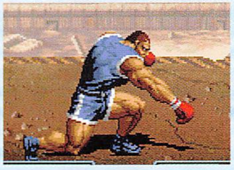
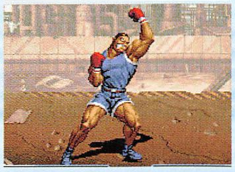
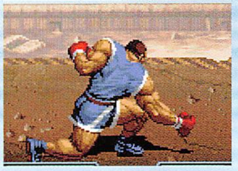
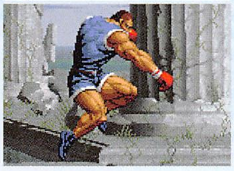
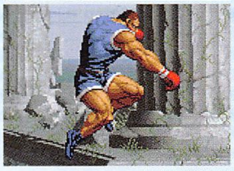
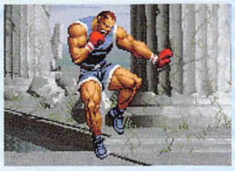
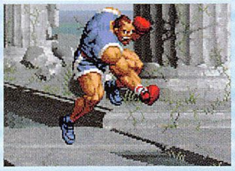
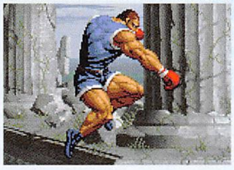
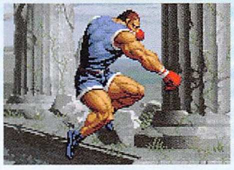
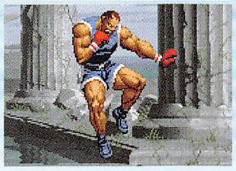
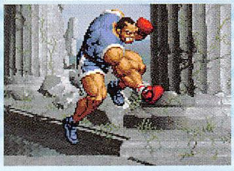

Loss by timeout


Intro Scene


Victory Pose

Button B

C Button

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:Stand/Crouch Cn:Combo (Renzoku Hissatsu) 	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Standing/Crouching Cn:必 	Dm:21 C.Dm:31 Stn:21 G.C:16 Gd: Standing/Crouching Cn:Yes (counter) 	Dm:21 C.Dm:31 Stn:21 G.C:16 Guard: Stand/Crouch Cn:Yes (c 
Long-range standing attack	Dm:6 C.Dm:7 Stn: 6 G.C:6 Gd:Stand/Crouch Cn:Chain Special 	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd:Stand/Crouch Cn:× 	Dm:24 C.Dm:32 Stn:24 G.C:20 Gd: Stand/Crouch Cn:× 	Dm:21 C.Dm:31 Stn:21 G.C:16 Gd: Standing/Crouching Cn:Yes (counter) 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Guard: Standing/Crouching Counter: guard, consecutive hits 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd:Crouch Cn:× 	Dm:16 C.Dm:17 Stn:16 G.C:16 Gd: Stand/Crouch Cn:必 	Dm:21 C.Dm:31 Stn:21 G.C:16 Gd:Crouch Cn:× 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Stand Cn:x 	Dm:21 C.Dm:31 Stn:21 G.C:16 Gd: Standing Cn:× 	Dm:21 C.Dm:31 Stn:21 G.C:16 Gd:Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Standing Cn:× 	Dm:21 C.Dm:31 Stn:21 G.C:16 Gd: Standing Cn:× 	Dm:21 C.Dm:31 Stn:21 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Crouching A and Standing A are the fastest of Bison's normal moves, making them useful for linking from jump attacks. Also, since both can be canceled by rapid presses, it is easy to confirm hits when they unexpectedly connect in ground combat. Crouching C can be used as a strong upward-hitting anti-air upper, and it can be followed into the high-damage Strong Wild Smash. Far Standing C is a long-reaching straight punch. It helps with ground poking but its hitbox is somewhat high, での

so be careful as it will not hit characters

with low stature.

Normal Jump Attacks

Jump C has a strong horizontal hitbox, so use it for air-to-air encounters. Because its reach is short, perform it from a forward jump. Jump D has the sharpest downward angle among jump attacks and can catch cross-ups, so use it for jump-ins.

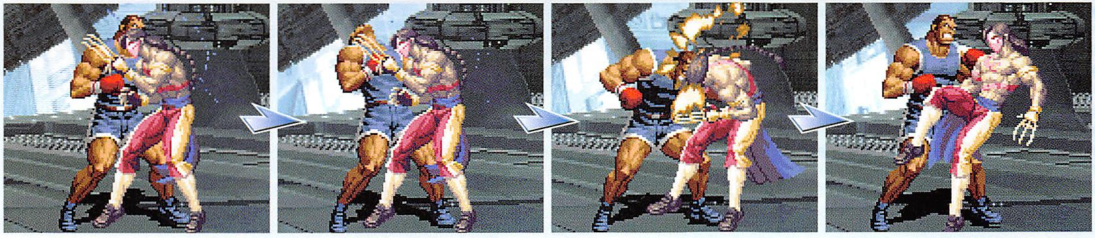
Throws / Special Moves / Other

AB throw grabs the opponent and follows with successive headbutt attacks. Since its attack duration is long, use it to stall for time. Note that the opponent can recover into a get-up after the throw. CD throw attacks with a body blow and throws the opponent behind you. This one does not allow a get-up recovery, so it creates an opportunity to pressure the opponent as they rise.

投げ Head Bomber

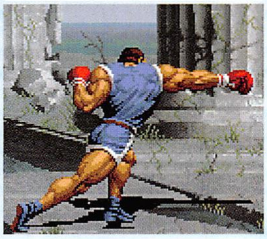
Approach and press A and B simultaneously

Dm:4×5	C.Dm:4	Stn:0	G.C:0	Gd:throw	Cn:×



Guard Cancel Attack

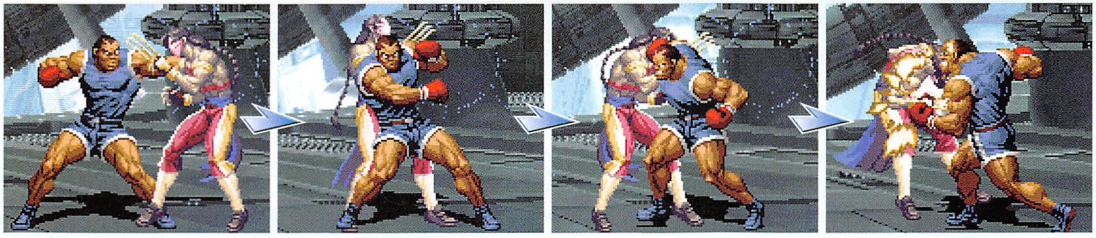
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Standing/Crouching	Cn:×



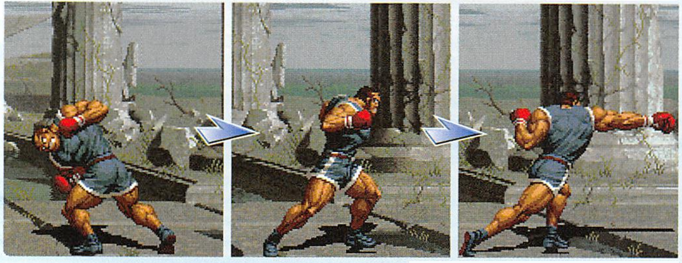
Throw Lever Break

Close in and press C and D simultaneously

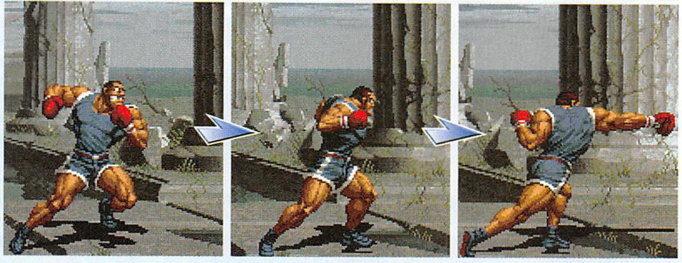
Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



|Special Move| 1-Turn Punch
Hold down A or C or B or D and release
Dm:9 C.Dm:15 Stn:7
G.C:9 Gd: Standing/Crouching Cn:do/ SC

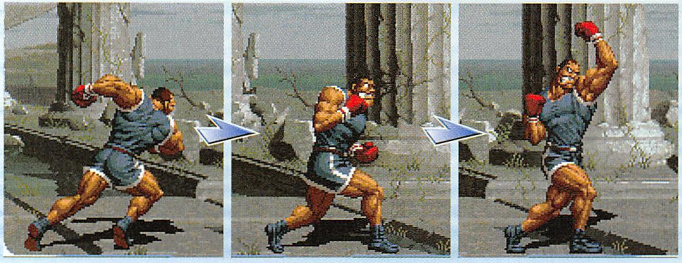


Special Move Dash Straight
Charge + A or C
Dm:19·21 C.Dm:22-24 Stn:10.15
G.C:10·15 Gd: Stand/Crouch Cn: what

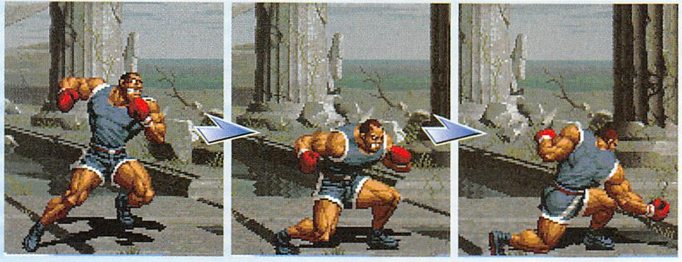


※See page 199 for the values from the 2nd to the 10th hit

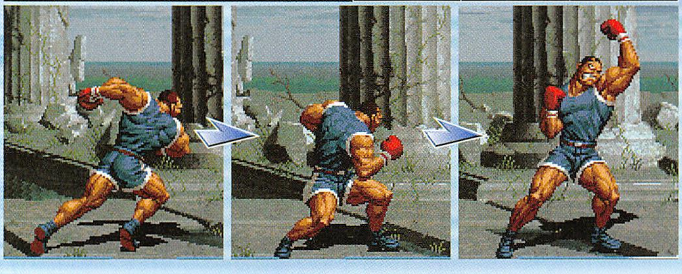
|Special Move| [Dash Upper
◆Charge + B or D
Dm:17·19 C.Dm:20.22 Stn:11-16
G.C:11·16 Gd: Stand/Crouch Cn: what



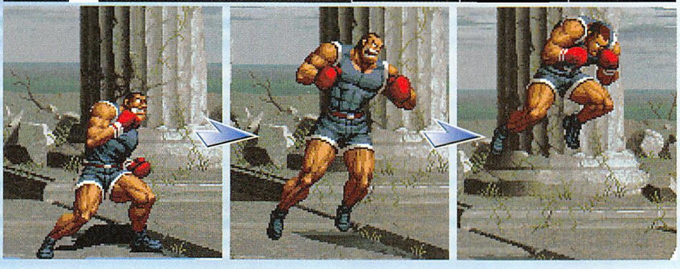
||Special Move| [Dash Grand Straight
◆Charge + A or C]
Dm:19·21 C.Dm:22・24 Stn:10·15
G.C:10·15 Gd:Crouch Cn:—



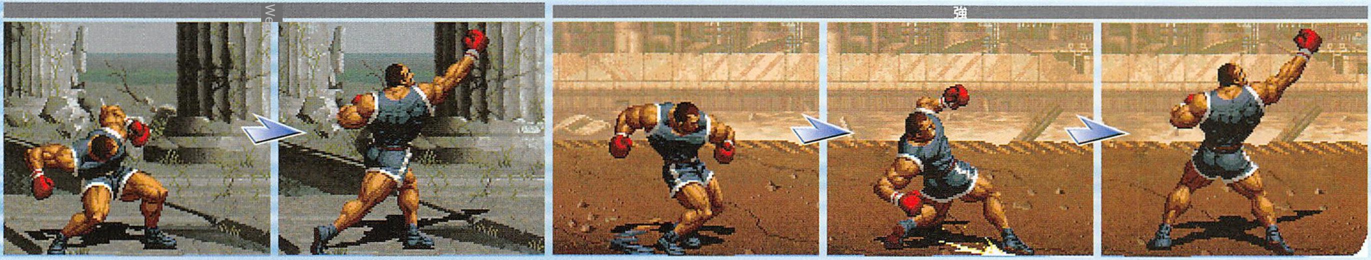
||Special Move [Dash Grand Upper
★Charge + B or D]
Dm:17·19 C.Dm:20.22 Stn:11·16
G.C:11·16 Gd: Stand/Crouch Cn:—



||Special Move]] Buffalo Head
Charge + A or C
Dm:22 C.Dm:26 Stn:11·12
G.C:11·12 Gd: Stand/Crouch Cn:ど



|Special Move| [Wairudosumasshu
Charge + B or D
Dm:21 C.Dm:26 Stn:10·14 G.C:20·24 Gd: Standing/Crouching Cn:do



● Turn Punch

Turn your back to the opponent, gather a large amount of strength, and then unleash a full-power straight punch. From the moment it starts until you are facing away you are invincible and can pass through projectiles, but the attack's startup is extremely slow, making it virtually impossible to land on an opening. This move can be super canceled, so if it happens to hit while MAX is active, follow up into a super special move. ● Dash Straight

A technique that dashes forward and delivers a straight punch. It transitions to the attack motion when it either comes close to the opponent or travels a certain distance (the strong version travels farther). This is the same for other dash-type special moves. After switching to the attack motion, the time until the attack hitbox appears is short, allowing consecutive hits starting from weak attacks at point-blank range. It also has long reach, and

On hit it is neutral (fifty–fifty), and even if guarded it only leaves you slightly at a disadvantage, so it's easy to use as a poke. However, be careful: if the opponent performs a GC Front Step you can be counterattacked. ● Dash Upper

An advancing uppercut performed while rushing forward. Its recovery is the same as Dash Straight, but its start-up is slightly slower, and it will not hit opponents who are low-squatting. Since it does not knock the opponent down, use it in combos during MAX activation. ● Dash Grand Straight

A technique that rushes forward to attack the opponent's feet. The attack's startup is slow and its reach is short, but on hit it can knock the opponent down; even if blocked it leaves the attacker with a slight advantage. It is a low attack, so mixing it in occasionally as a surprise is effective. Dash 104

It is especially effective against opponents who are watching for straight attacks

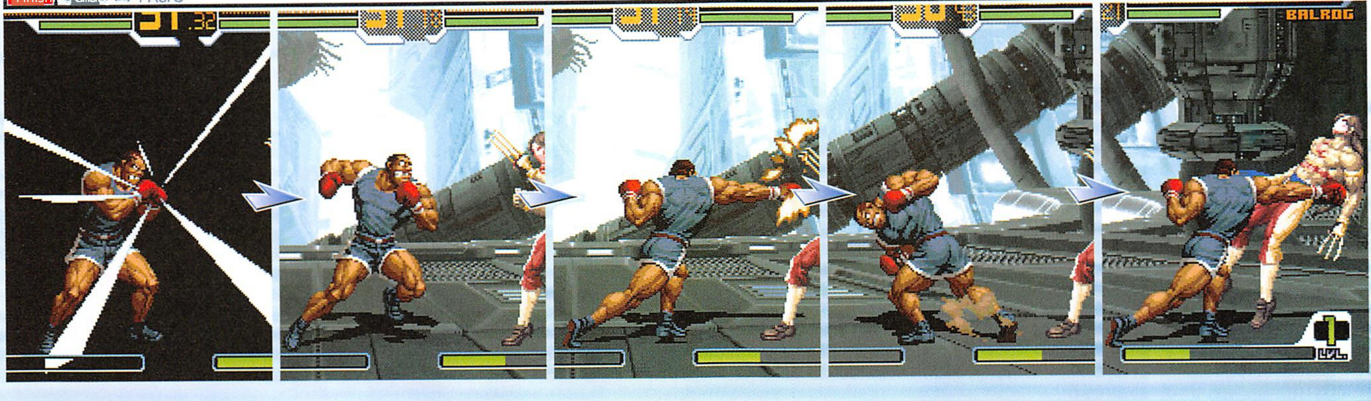
● Dash Grand Upper

A technique that dashes forward and delivers an uppercut from a low posture. Its startup and recovery are the same as the Dash Upper, but because the pre-attack stance is lower, its anti-air capability is superior. It does not reach far horizontally, so it has the advantage of rarely passing under a jumping opponent. Additionally, it can knock the opponent down even on a ground hit. ● Buffalo Head

A move that jumps upward and attacks with a headbutt. The weak version has invincibility at the feet until the attack hitbox appears, so it can overwhelmingly win if timed with a sweep. The strong version has upper-body invincibility until just before the attack hitbox appears, so it can be used as an anti-air, but it tends to trade hits, which is a drawback. You want to perform it as early as possible.

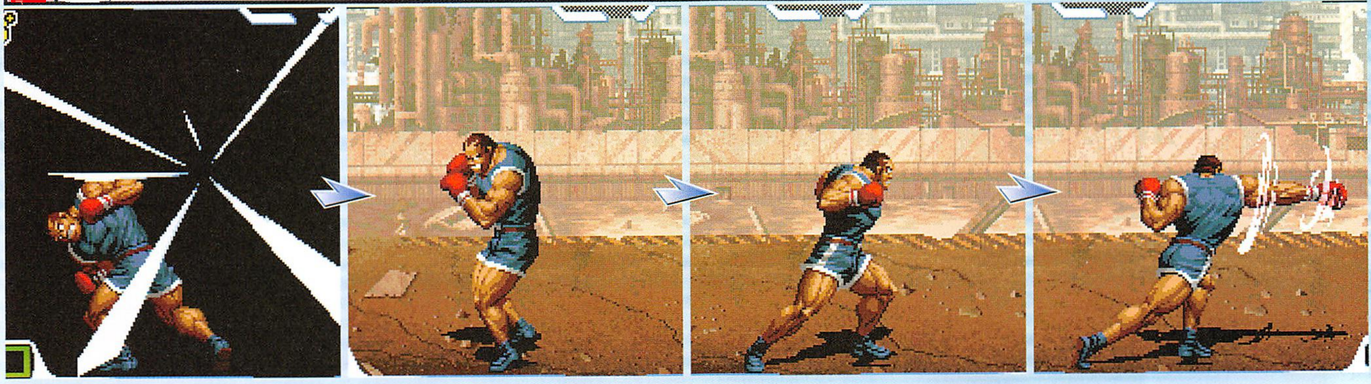
Super | Crazy Buffalo
Finish Charge ⬅➡ +AorC

Dm:36×5 | C.Dm:45 | Stn:0 | G.C:2×5 | Gd: Standing/Crouching | Cn:–



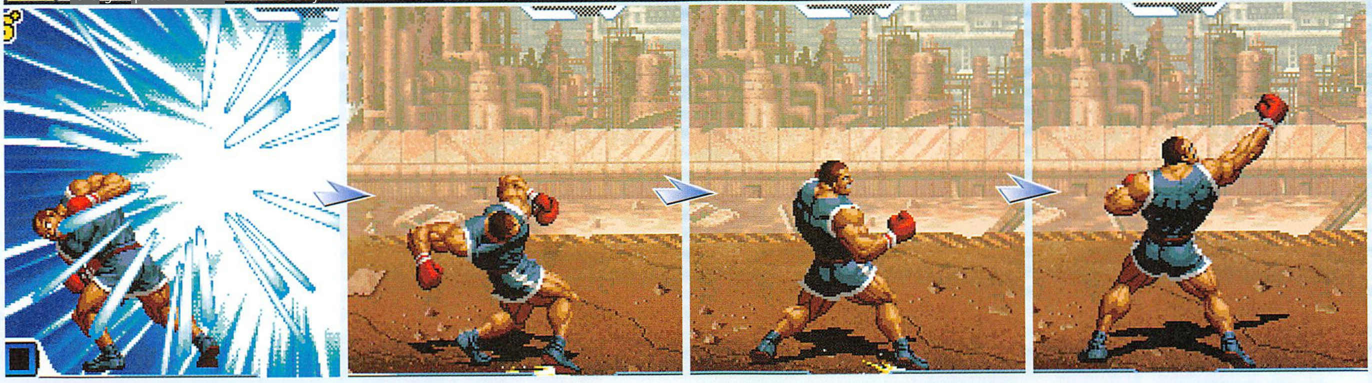
Super Finish Gigaton Blow
Charge ⬅➡ +BorD

Dm:32×9 | C.Dm:40 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:–



EXCEED Ultimate Smash
Charge press B and D

Dm:136 | C.Dm:142 | Stn:0 | Gg:36 | Gd: Standing/Crouching | Cn:–



● Wild Smash

A move that, from a low posture, lifts the opponent with an uppercut and sends them flying into the air. The light version can combo from a light attack (only at very close range), while the heavy version can only combo from a heavy attack.

After landing a hit with the strong attack, you can follow up on the launched opponent, so if you incorporate it into a combo you can expect large damage. For follow-ups, if your Power Gauge is at Level 1 or above, Gigaton Blow is an option (it cannot connect when the opponent is pinned to the screen edge); if not, a weak Dash Straight or a forward jump C is recommended.

If either the weak or strong attack is guarded, you risk receiving a painful counterattack from a GC Front Step, so jump attack

Hits after hitting, such as after a strike hit or after a GC Front Step

It is ideal to use it only in situations where it is likely to be effective.

● Crazy Buffalo

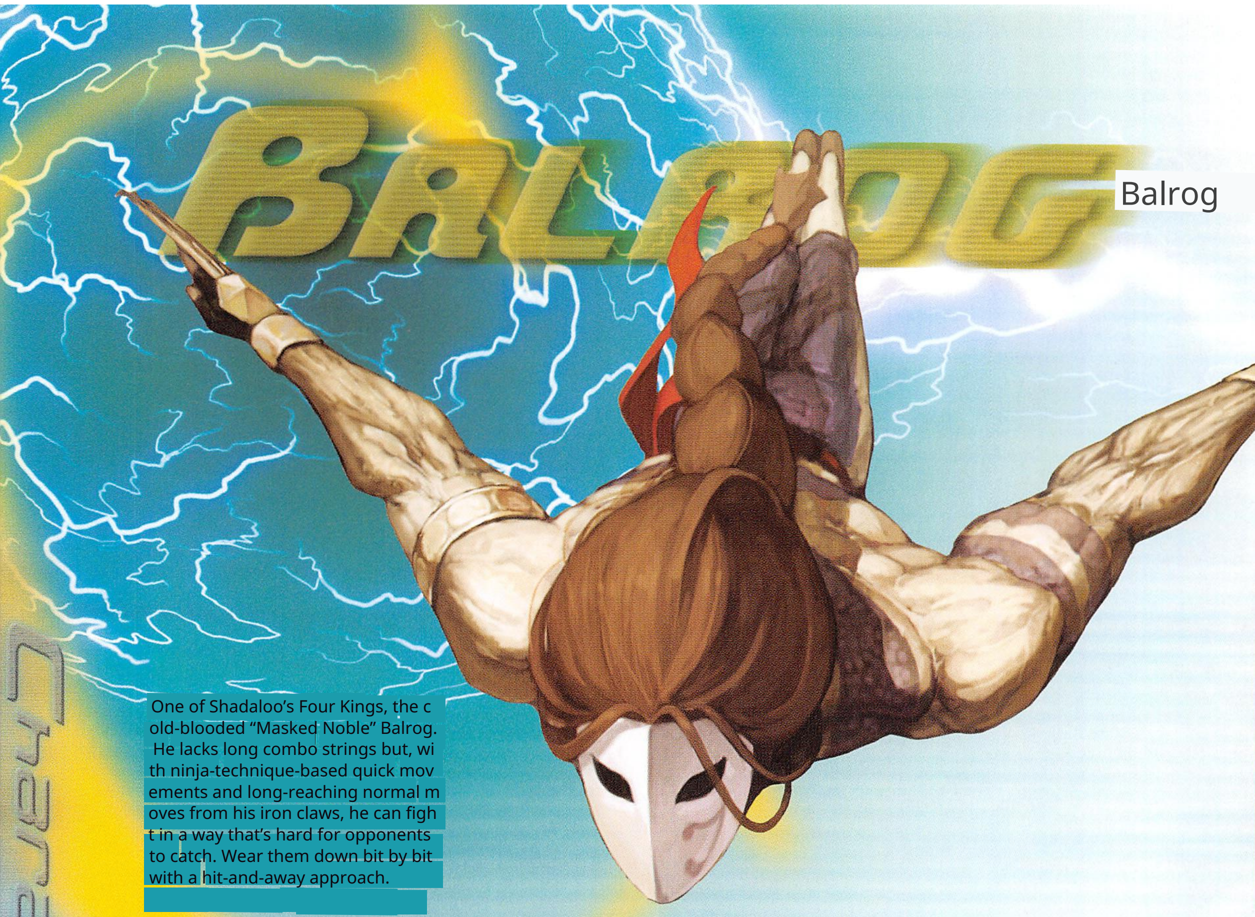
While charging forward, repeatedly deliver straight punches and finish with a turn punch. Because it has virtually no invincibility frames, it cannot be used to interrupt opponents, but it comes out quickly and the first hit has long reach, so use it to counterattack when the opponent shows an opening or as part of a combo from a light attack. Also, even if blocked it leaves little recovery, so unless the opponent uses a GC Front Step it is hard to be punished. Note that hits 1–4 can be changed into uppers by holding B or D. ● Gigaton Blow

Enhanced version of the turn punch. Crushes the enemy with a powerful corkscrew blow. The invincibility duration is short, but the startup is fast.

So incorporate it into combos starting from a light attack. Note that after all hit frames connect, the opponent is launched while still retaining their hitbox, so if you hit an airborne opponent near the screen edge, you can follow up with attacks like Crazy Buffalo.

● Ultimate Smash

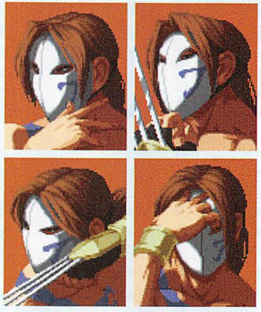
This technique twists the whole body like a spring and unleashes a mighty uppercut. It can follow with multiple hits from a strong attack and can also be used on wake-up or as an interruption. The invincibility frames end just before the attack hitbox appears, but even in a trade it can inflict heavy damage. However, note that because the hit stop is long, a blocked hit can be easily punished with a GC Front Step, making a painful counterattack likely. It's a pity it cannot be used as a follow-up after Strong Wild Smash.



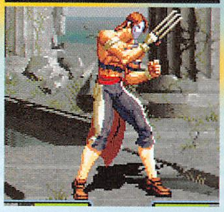
Balrog

One of Shadaloo's Four Kings, the cold-blooded "Masked Noble" Balrog. He lacks long combo strings but, with ninja-technique-based quick movements and long-reaching normal moves from his iron claws, he can fight in a way that's hard for opponents to catch. Wear them down bit by bit with a hit-and-away approach.

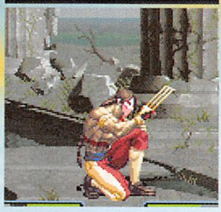
Face Pattern



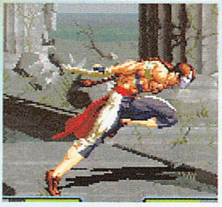
AC Button Color



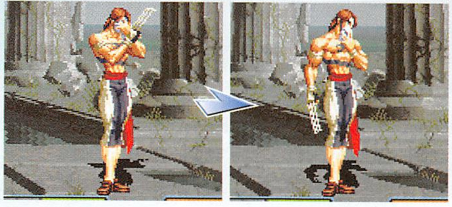
B·D Button Color



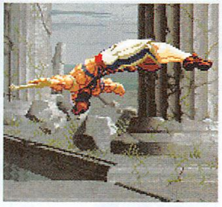
Front Step



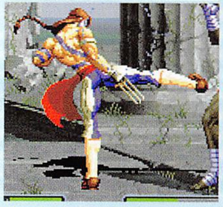
Taunt



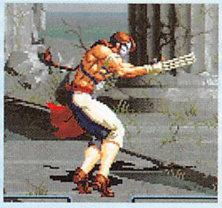
Backstep



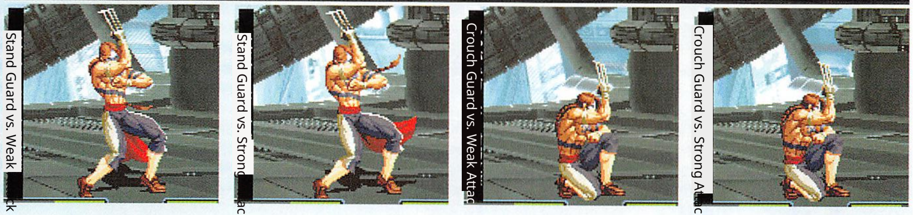
Throw Escape



Usually throw failed



Guard



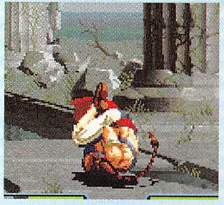
Stand Guard vs. Weak Attack

Stand Guard vs. Strong Attack

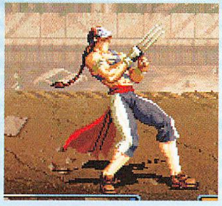
Crouch Guard vs. Weak Attack

Crouch Guard vs. Strong Attack

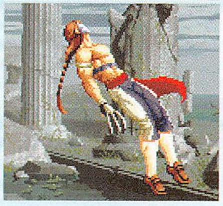
Get-up



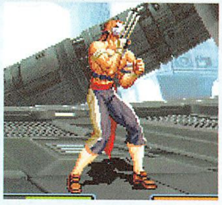
Guard Crush



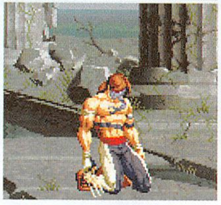
Spiral Knockback



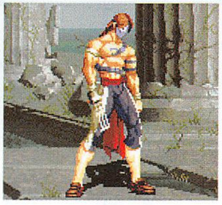
Stun



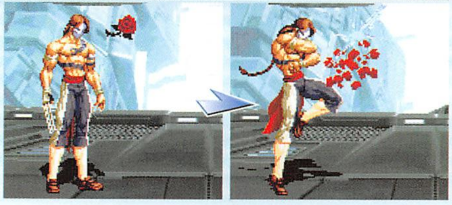
Defeated by Scrape



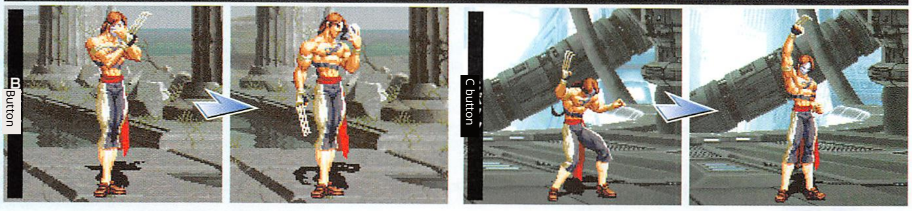
Loss by timeout



Intro Scene

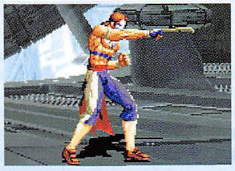
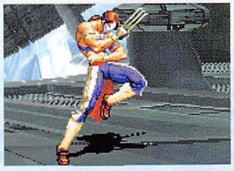
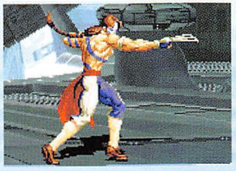
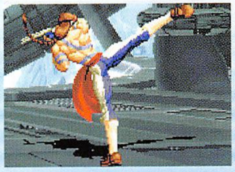
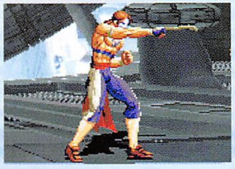
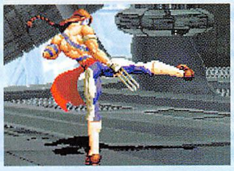
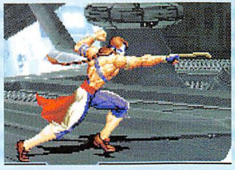
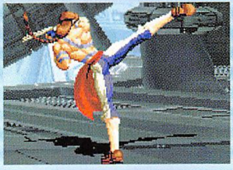
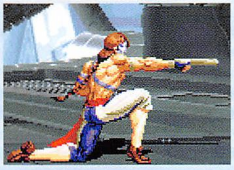
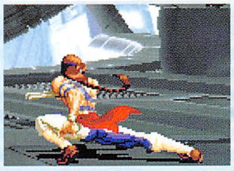
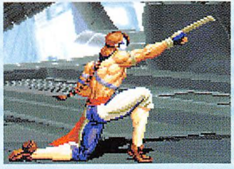
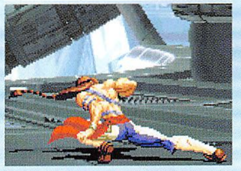
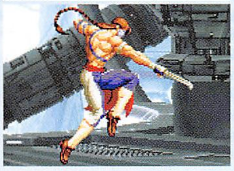
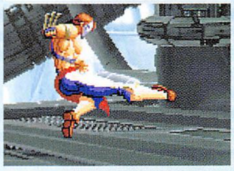
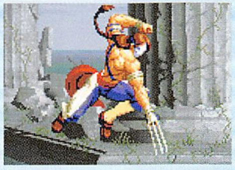
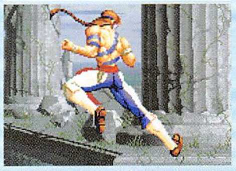
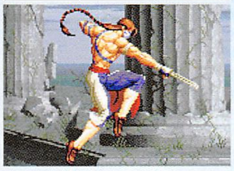
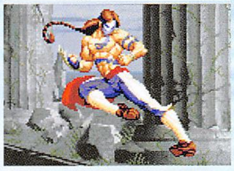
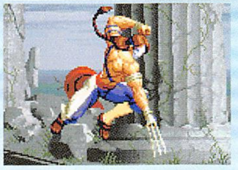
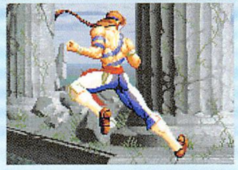


Victory Pose



B Button

C button

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:Stand/Crouch Cn: Link必 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Stand/Crouch Cn:必 	Dm:19 C.Dm:28 Stn:17 G.C:16 Gd: Standing/Crouching Cn:必 	Dm:19 C.Dm:28 Stn:17 G.C:16 Guard: Stand/Crouch Cn:必 
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand/Crouch Cn: Link必 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Standing/Crouching Cn: Required 	Dm:21 C.Dm:28 Stn:20 G.C:16 Gd: Stand/Crouch Cn:× 	Dm:19 C.Dm:28 Stn:17 G.C:16 Gd: Standing/Crouching Cn:× 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Stand/Crouch Cn:必 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: crouch Cn:必 	Dm:19 C.Dm:30 Stn:20 G.C:16 Gd: Stand/Crouch Cn: x 	Dm:19 C.Dm:28 Stn:17 G.C:16 Gd:Crouch Cn:× 
Vertical jump attacks	Dm:6 C.Dm: 7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:× 	Dm:19 C.Dm:30 Stn:17 G.C:16 Gd: Standing Cn:× 	Dm:19 C.Dm:28 Stn:17 G.C:16 Gd: Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:× 	Dm:6 C.Dm: 7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:19 C.Dm:30 Stn:17 G.C:16 Gd: Standing Cn:× 	Dm:19 C.Dm:28 Stn:17 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Standing A is the only weak attack that can be repeatedly canceled by button mashing. Use it to punish openings in the opponent's moves after GC (Guard Cancel) or Front Step, and try to convert into combos. Crouching A has very long reach; because of its recovery vulnerability, use it so its tip connects. Crouching C has considerable upward strength and, if performed early, functions as an anti-air. Crouching D cannot cause a knockdown but is excellent in terms of hitbox, startup, and recovery—use it at distances where it may or may not connect.

Normal Jump Attacks

The forward jump B has strong hitboxes and long duration.

It should be performed near the jump's apex.

The forward jumps C and D have strong downward properties.

D's horizontal hitbox is slightly stronger than C's.

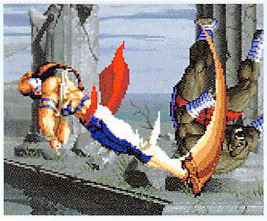
Throws / Special Moves / Others

AB throws the opponent forward, while CD throws them backward; neither allows the opponent to recover into a tech. Also, aerial throws have a wide range and are essential for anti-air. ➡+B is a mid attack that cannot be blocked while crouching. Because it comes from a small hop, it has airborne properties while the move is active, but it cannot avoid sweep-type attacks. ⬇+D is a long-reaching sliding attack that knocks the opponent down on hit. It has a small recovery, so using it at a spacing where it just reaches or just misses is powerful. At that range it's difficult for the opponent to punish whether they block or whiff.

Throw | Karmine Flip

Approach and press A and B simultaneously

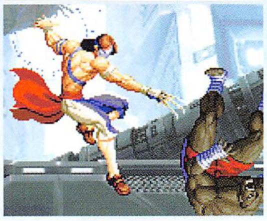
Dm:24 C.Dm:24 Stn:0
G.C:0 Gd:throw Cn: hit



投げ [Stardust Drop

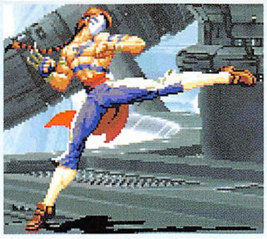
Approach in the air and press AB or CD simultaneously]

Dm:20 C.Dm:20 Stn:0
G.C:0 Gd:throw Cn:×



Guard Cancel Attack

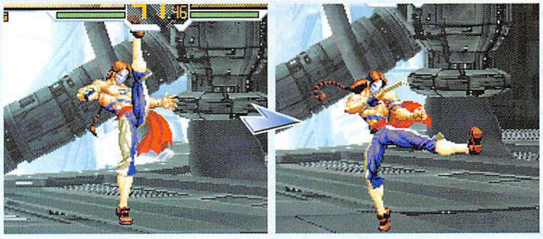
Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Stand/Crouch Cn:×



Special 1 Piece of Mercury

➡+B

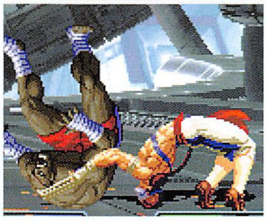
Dm:18 C.Dm:22 Stn:16 G.C:10 Gd: Stand Cn: hit



Throw | Rainbow Suplex

Close in and press C and D simultaneously

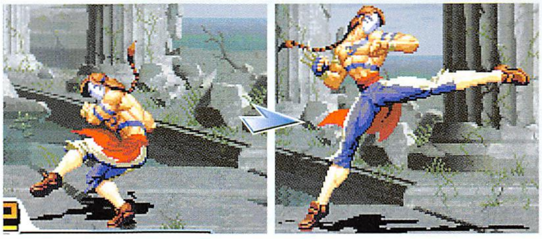
Dm:24 C.Dm:24 Stn:0
G.C:0 Gd:throw Cn: hit



special Cosmic Smart

➡+D

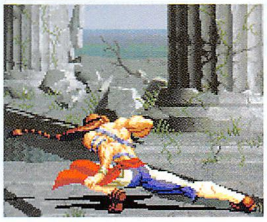
Dm:24 C.Dm:30 Stn:20 G.C:20 Gd: Standing/Crouching Cn:×



Special | Round Slider

⬇+D

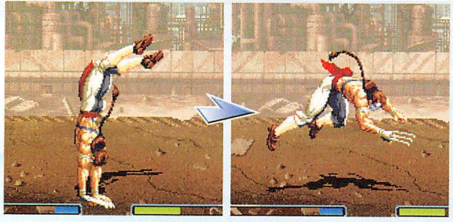
Dm:19 C.Dm:28 Stn:16
G.C:16 Gd: crouch Cn:×



|Special [Backslash

Press AC simultaneously

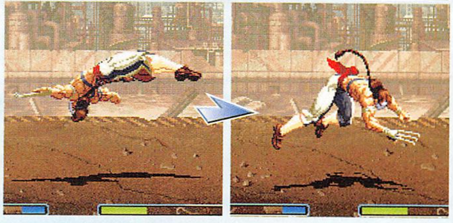
Dm:0 C.Dm:0 Stn: 0
G.C:0 Gd:− Cn: ?



|Special [Short Backslash

Press B and D simultaneously

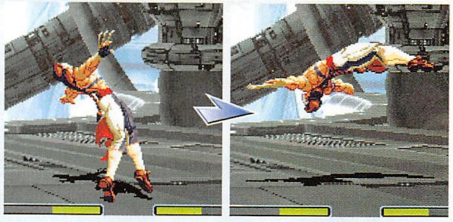
Dm:0 C.Dm:0 Stn: 0
G.C:0 Gd:− Cn: ?



||Special | Scarlet Terror

☆Charge + B or D

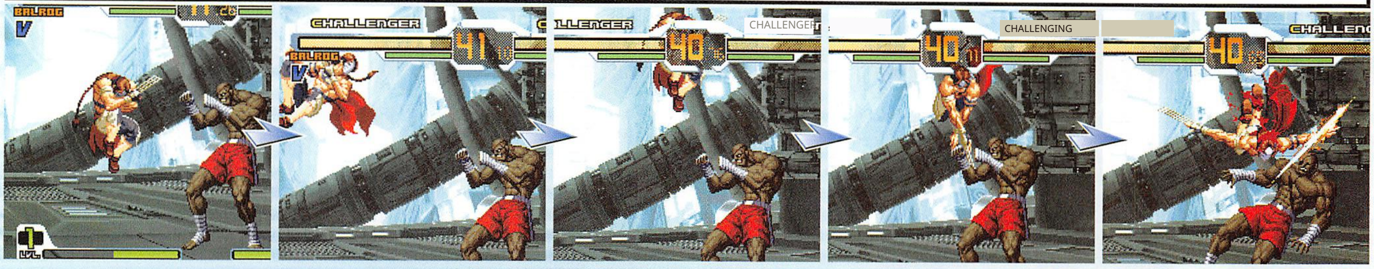
Dm:22・18×2 C.Dm:26.22 Sth:11·10×2
G.C:11・10×2 Gd: Standing/Crouching Cn: Do



|Special [Flying Barcelona Attack

Charge + B or D Wall kick then A or C

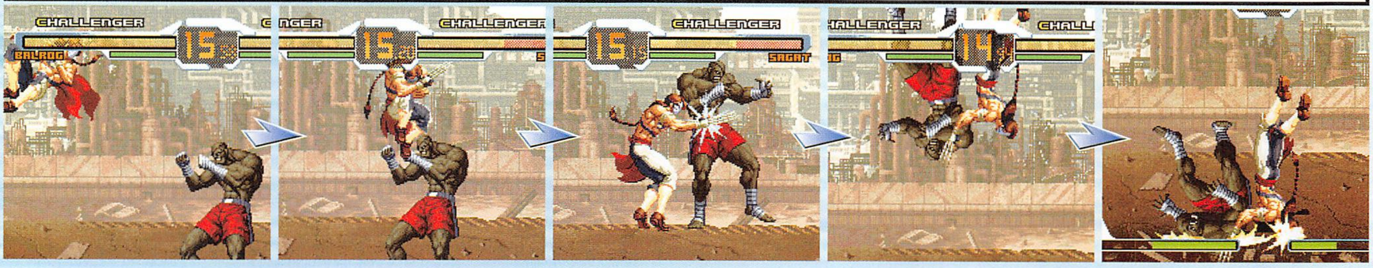
Dm:26 C.Dm:32 Stn:16 G.C:16 Gd: Stand Cn:−



||Special Move| [Izuna Drop

◆Charge + B or D Approach then A or C

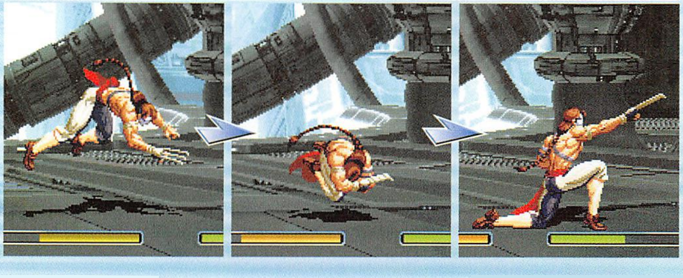
Dm:34 C.Dm:34 Stn:20 G.C:20 Guard: Throw Cn:−



|Special Rolling Crystal Flash

◆ Hold + A or C

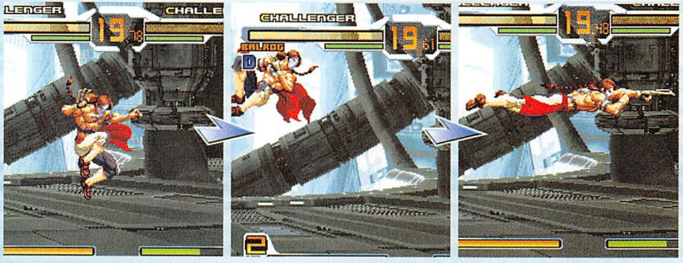
Dm:20×2・20×3 C.Dm:24・24 Stn:10×2·10×3
G.C:10×2・10×3 Gd: Standing/Crouching Cn: do



|Special Sky High Roll·

◆ Hold + A or C

Dm:26 C.Dm:31 Stn:11
G.C:11 Gd: Stand Cn: do



● Back Slash

A moving move that retreats while performing a backward flip. It becomes invincible from the moment the action starts, making it useful for avoiding pressure when getting up. It has vulnerability near the end, but if used appropriately in combination with the Short Back Slash described below, it is less likely to be punished. ● Short Back Slash

This is a retreating move performed with a back somersault; apart from the shorter retreat distance, its properties are the same as Back Slash. ● Scarlet Tailer

Jumps forward while releasing a kick. The weak version hits once, and the strong version hits twice. The character's feet are invincible from the start of the move, allowing it to beat sweep-type attacks, and once the move comes out it has strong upward coverage, so it can be used as an anti-air. Also, against Balrog it is often

This is also a special move suited to short combos. Being a charge move, it benefits from system advantages (see p.12), which is one of its strengths. If the weak version scores a counter-hit or the first hit of the strong version results in a simultaneous hit, you can follow up with moves such as forward big jump D. Remember this.

● Flying Barcelona Attack

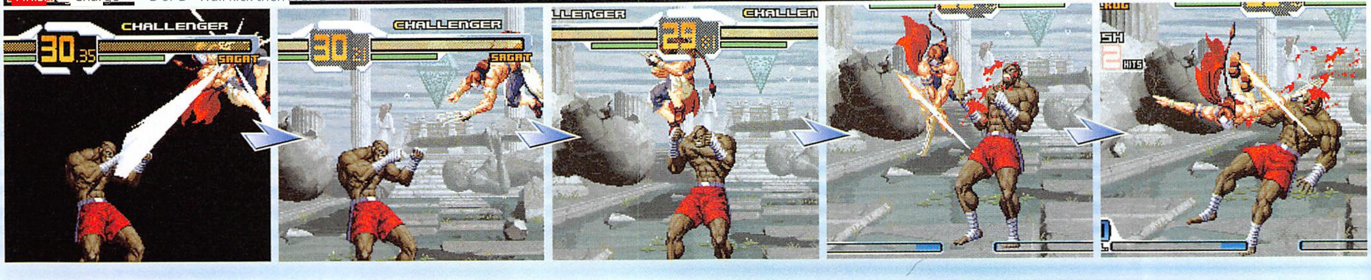
Fly toward the edge of the screen and, after a triangle jump, launch an attack with the Iron Claw. If the final input of the command is (forward), you will fly toward your front; if it is (back), you will fly toward your back. If you fly forward, the screen scrolling will lock and you won't be able to cross up, so unless in a special situation, fly backward. After the triangle jump you can somewhat control the trajectory with the lever left/right, and you can attack with A or C. The attack is a mid attack

It functions to avoid the opponent's projectiles, and after knocking the opponent down you can use it, hold the lever to move to the opponent's back, then attack to aim for a cross-up, or aim for the Izuna Drop described below. Upon execution, you gain aerial properties and temporary invulnerability to low-hitbox es at your feet. ● Izuna Drop

From a triangle jump, grab the opponent and slam them headfirst into the ground — a throw. After the triangle jump you must be close to the opponent, but it cannot be blocked and deals large damage. If combined with the cross-up from Flying Barcelona Attack, it becomes easier to grab an opponent who turtled behind guard. After landing it, the opponent cannot recover with a wake-up, so follow up with another Flying Barcelona Attack or similar setup.

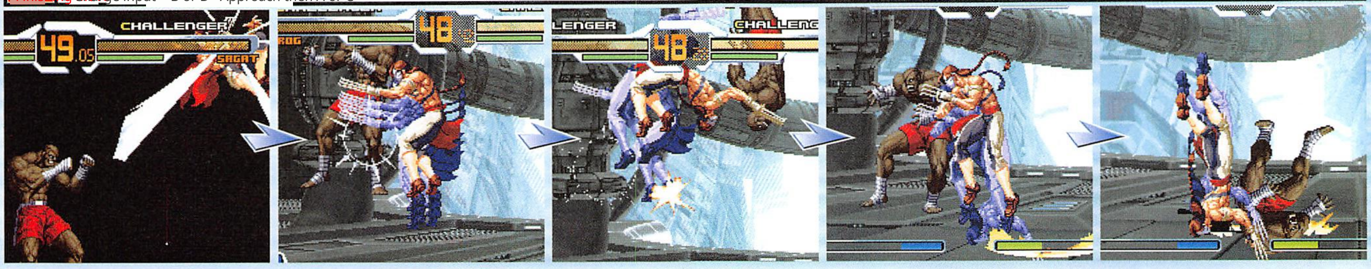
Super Finish
Flying Barcelona Special
Charge + B or D · Wall kick then A or C

Dm:36×2·32×4 | C.Dm:40·36 | Stn:0 | G.C:2×2·2×4 | Gd: Standing/Crouching | Cn:—



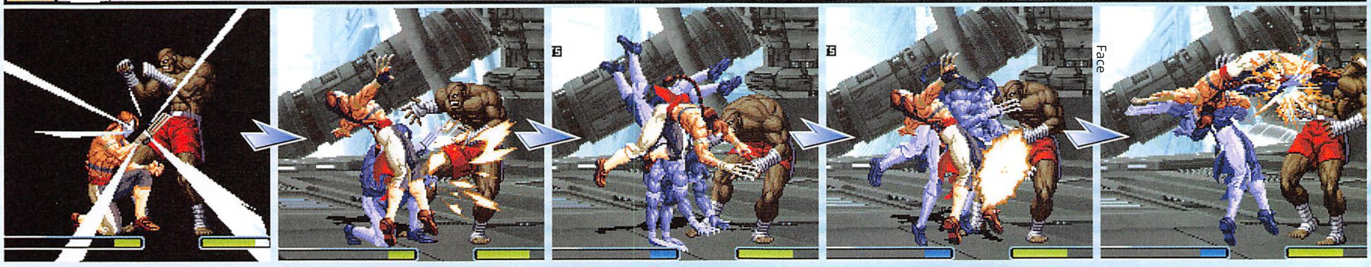
Super Finishing Move
Rolling Izuna Drop
Charge input + B or D · Approach then A or C

Dm:34×2·24×3 | C.Dm:34·24 | Stn:0 | G.C:0 | Gd:throw | Cn:—



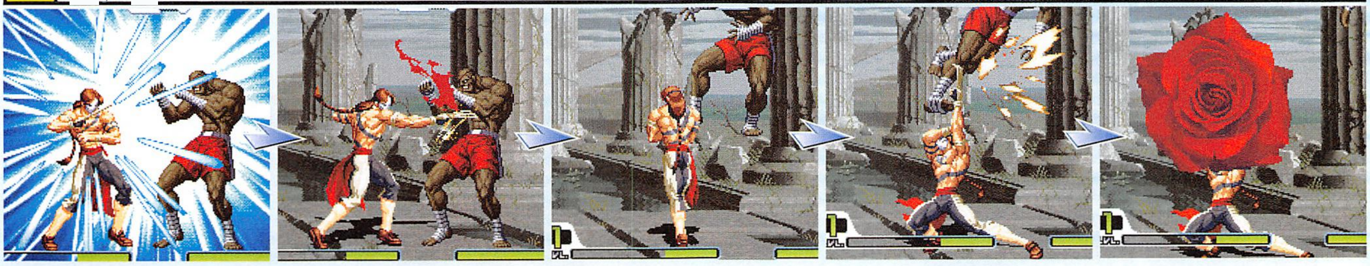
Super Killing Move
Scarlet Mirage
Charge +BorD

Dm:34×6·32×9 | C.Dm:38·36 | Stn:0 | G.C:2×6·2×9 | Gd: Standing/Crouching | Cn:—



EXCEED
1 Red Impact
Charge C

Dm:0+132 | C.Dm:132 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:—



● Rolling Crystal Flash

After rolling forward, attacks with iron claws. The weak version hits twice, and the strong version hits three times. It comes out quickly and deals high damage, but its initial reach is short, and attacks with the iron claws have large recovery, sometimes leaving you vulnerable to counterattacks even on hit. Use sparingly. ● Sky High Claw

After flying toward the screen, the character performs a triangle jump while extending an iron claw and dashes forward horizontally. The difference between the weak and strong versions is the dash height (the strong version is slightly higher). It is characterized by continuing the dash until passing behind the opponent or until it makes contact with them. Choices of flight direction, the initial airborne判定 (airborne hitbox) at the start, and invulnerability at the feet are the same as the Flying Barcelona Attack. Against larger characters, the strong version can also be used as a mid attack. Even if it is guarded, GCフ

If not front-stepped, it is difficult to be counterattacked.

● Flying Barcelona Special

An enhanced version of the Flying Barcelona Attack. It is invulnerable until it reaches the edge of the screen and only after landing does the screen go dark.

The follow-up attack hits twice on weak input and up to four times on strong input.

As with the Flying Barcelona Attack, combine it with cross-up setups (meekuri) and the later-described Rolling Izuna Drop.

● Rolling Izuna Drop

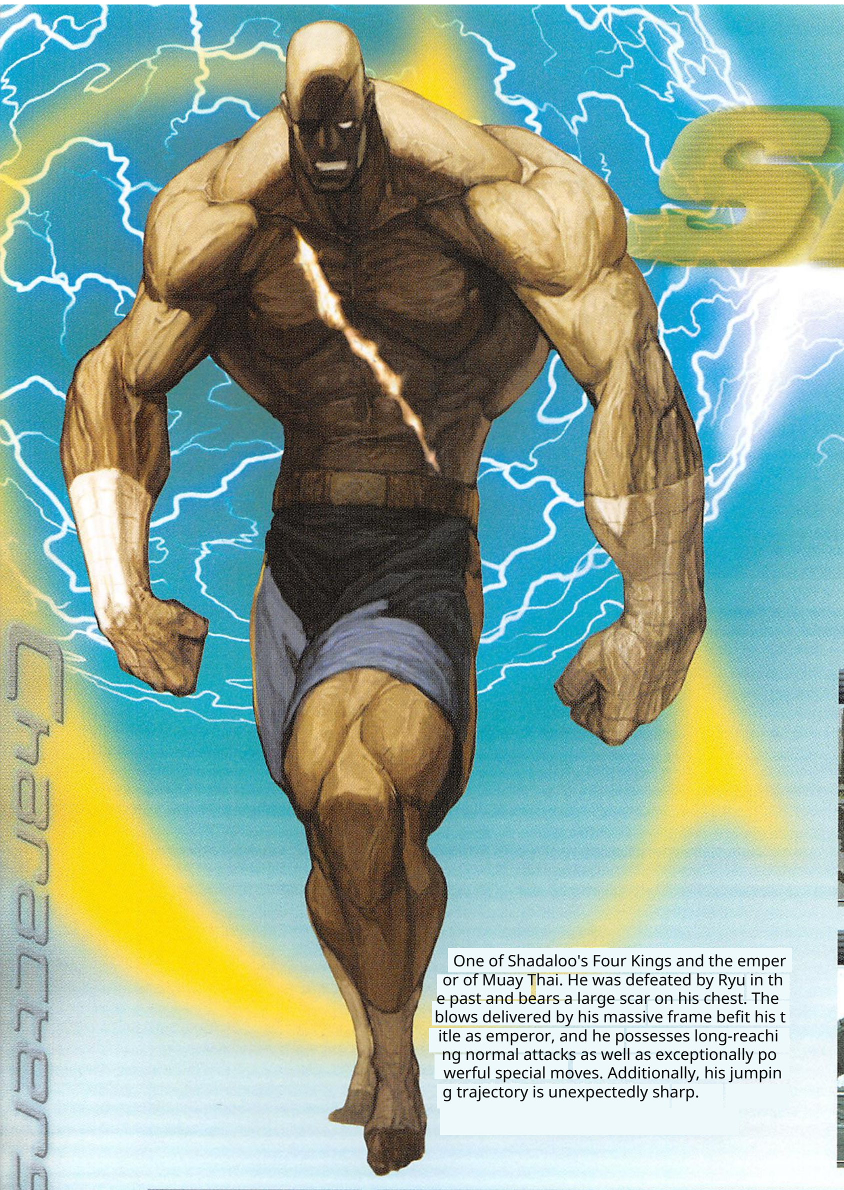
The enhanced Izuna Drop can be performed from the Flying Barcelona Special. The weak version executes the back drop twice, while the strong version does it three times. Although the strong version deals more damage, the Flying Barcelona Special is more likely to achieve a full hit with the weak version, so you should generally use the weak version. 109

● Scarlet Mirage

The enhanced version of Scarlet Teller. The weak version unleashes Scarlet Teller twice, and the strong version three times, resulting in up to 6 hits for the weak and up to 9 hits for the strong. Invulnerability lasts until the attack starts, making it powerful for interrupting and anti-air. If not all hits connect, the long recovery of the strong version is risky, so use the weak version for anti-air and interrupts. However, the strong version has slightly higher damage. ● Red Impact

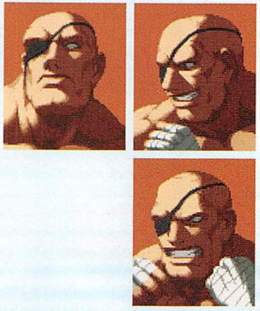
Seize the opponent with iron claws and deliver a slash overhead. The invincibility ends at the same time as the move's startup, so if both attacks land simultaneously you won't deal damage—that's a drawback—but the high power is appealing. Because the move's startup is slow, its invincibility duration is relatively long, so use that invincibility time to avoid the opponent's moves and then finish with this attack.

Sagat



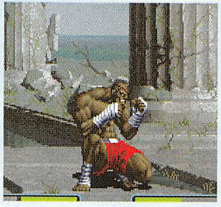
One of Shadaloo's Four Kings and the emperor of Muay Thai. He was defeated by Ryu in the past and bears a large scar on his chest. The blows delivered by his massive frame befit his title as emperor, and he possesses long-reaching normal attacks as well as exceptionally powerful special moves. Additionally, his jumping trajectory is unexpectedly sharp.

Face Pattern



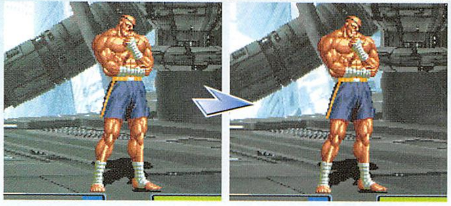
AC Button Color

B·D Button Color



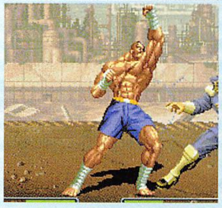
Front Step

Taunt



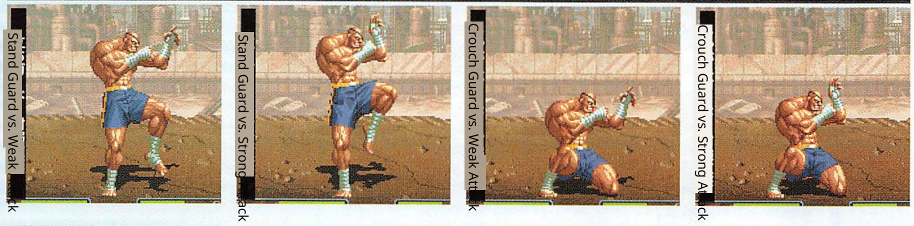
Backstep

Throw Escape



Usually throw failed

Guard



Stand Guard vs. Weak Attack

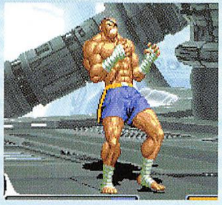
Stand Guard vs. Strong Attack

Crouch Guard vs. Weak Attack

Crouch Guard vs. Strong Attack

Get-up

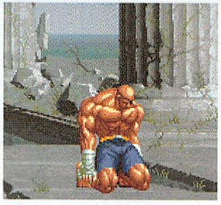
Guard Crush



Spiral Knockback

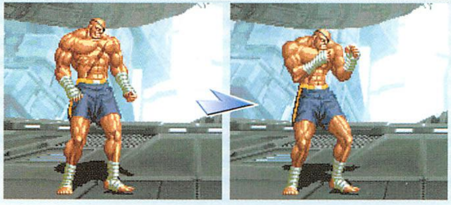
Stun

ク Countered by displacement (loss when shifted)

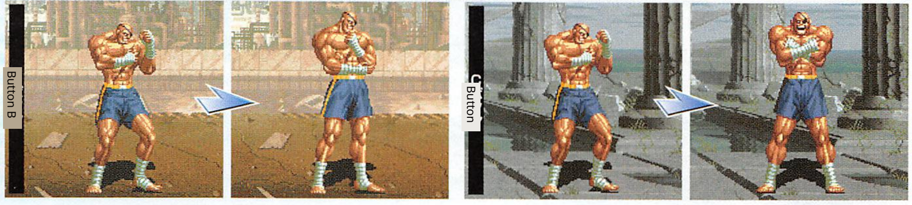


Loss by timeout

Intro Scene

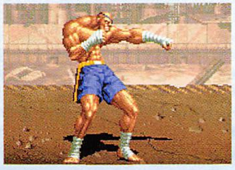
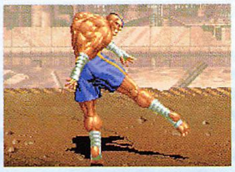
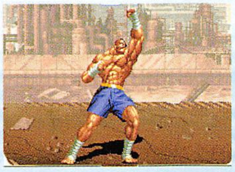
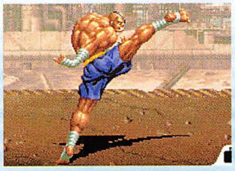
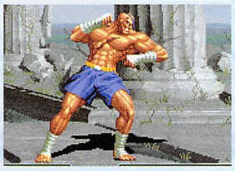
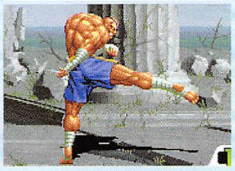
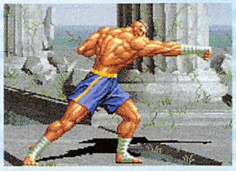
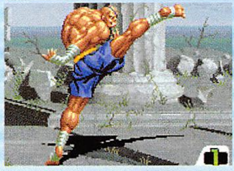
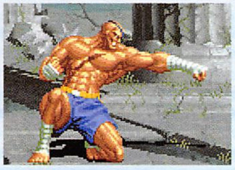
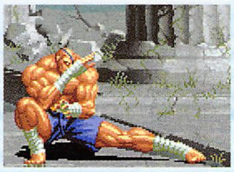
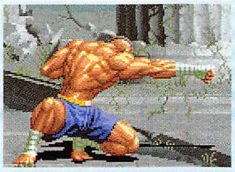
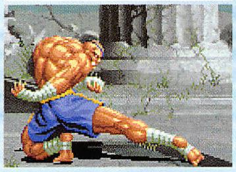
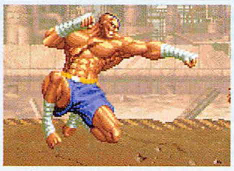
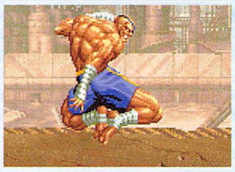
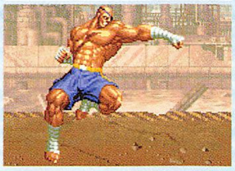
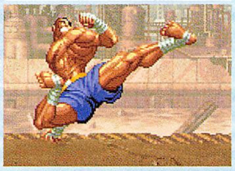
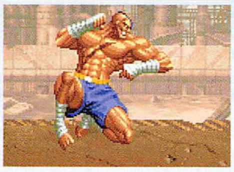
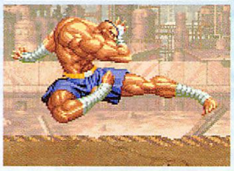
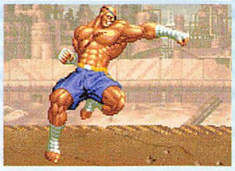
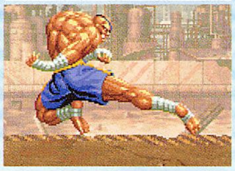


Victory Pose



Button B

C Button

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:Stand/Crouch Cn:必 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:Standing/Crouching Cn: Super 	Dm:20 C.Dm:29 Stn:20 G.C:16 Gd: Standing Cn: Required 	Dm:16x2 C.Dm:20 Stn:16x2 G.C:14×2 Gd:Standing/Crouching Cn:Special 
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Standing/Crouching Cn:Required 	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Standing/Crouching Cn:Super 	Dm:20 C.Dm:29 Stn:20 G.C:16 Gd: Standing/Crouching Cn:× 	Dm:18x2 C.Dm:22 Stn:18x2 G.C:16x2 Gd:Standing/Crouching Cn:Super 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing/Crouching Cn:Required 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd:crouch Cn: Special 	Dm:20 C.Dm:29 Stn:20 G.C:16 Gd:standing/crouch Cn:super 	Dm:21 C.Dm:31 Stn:21 G.C:16 Gd: crouch Cn: Super 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:20 C.Dm: 29 Stn:20 G.C:16 Gd: Standing Cn:× 	Dm:21 C.Dm:31 Stn:21 G.C:16 Gd:Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Stand Cn:× 	Dm:20 C.Dm:29 Stn:20 G.C:16 Gd: Stand Cn:× 	Dm:21 C.Dm:31 Stn:21 G.C: 16 Gd: crouch Cn:× 

Ground normal moves

Far-range standing C has long reach and is suitable for poking. Its hitbox isn't very strong, so use it to catch opponents as they start to move. Mix in far-range standing B with that. Also take advantage of its reach to hit slightly earlier. Far-range standing D has long upward reach and is effective as an anti-air from a distance. Crouching C is strong against sweep attacks and useful for mid-range poking. Far-range standing A also has relatively strong hitboxes, so use it together. Additionally, crouching D, which can knock the opponent down, is recommended. In close combat, use low crouching B and close-range standing C as starters for combos.

Normal Jump Attacks

Vertical jump B is strong horizontally and is excellent as an air-to-air move. Jump D is the main dive-in attack with long horizontal range. Vertical jump D can be used in close combat. It has long active frames,

There is a hitbox that extends downward more than it appears.

Throws / Special Moves / Others

AB throws may look like grabs, but the number of hits does not increase or decrease with lever mashing. CD throws toss the opponent in the opposite direction. In both cases, the opponent can recover with a wake-up roll.

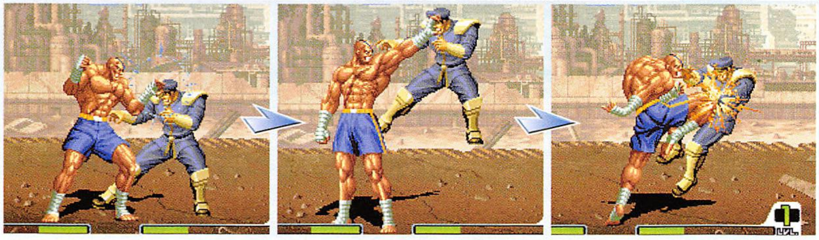
➡+A is a mid attack. ⬈+D is a cancellable low attack that leaves you slightly advantaged even if blocked. Use them for zoning and in combos. Note that special moves cannot be performed by cancelling from normal moves.

Special moves cannot be performed by cancelling normal moves.

Throw [Tiger Rage

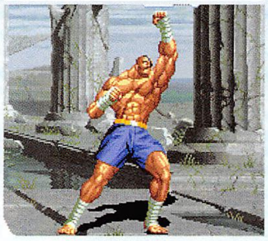
Approach and press A and B simultaneously

Dm:5×5	C.Dm:5	Stn:0	G.C:0	Gd:throw	Cn:×



Guard Cancel Attack

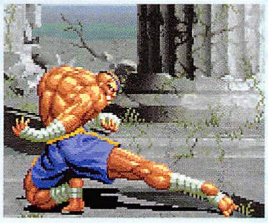
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Standing/Crouching	Cn:×



Special | Tiger Tail

⬈+D

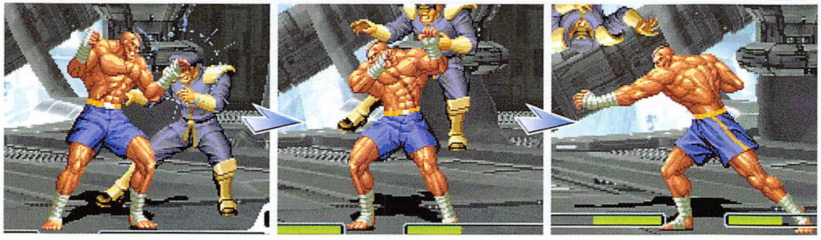
Dm:20	C.Dm: 24	Stn:18
G.C:10	Gd: crouching	Cn:必



Throw [Tiger Carry

Close in and press C and D simultaneously

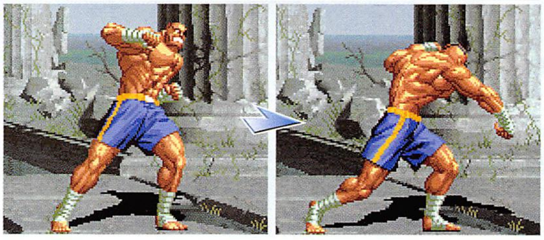
Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



[Special | Tiger Hook

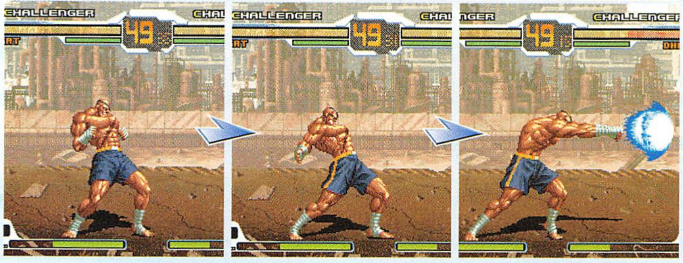
➡+A

Dm:20	C.Dm:22	Stn:16	G.C:10	Gd: Stand	Cn:×



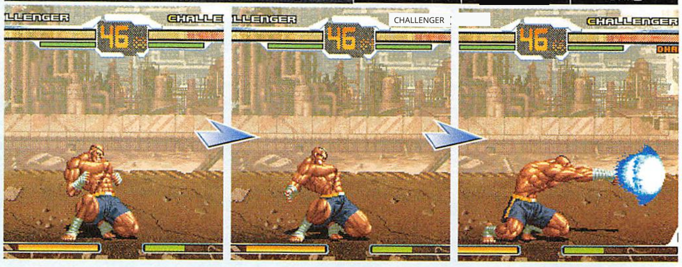
Special Move: Tiger Shot
◆Gold + A or C

Dm:16 | C.Dm: 18 | Stn:10
G.C:10 | Gd: Stand/Crouch | Cn:ど



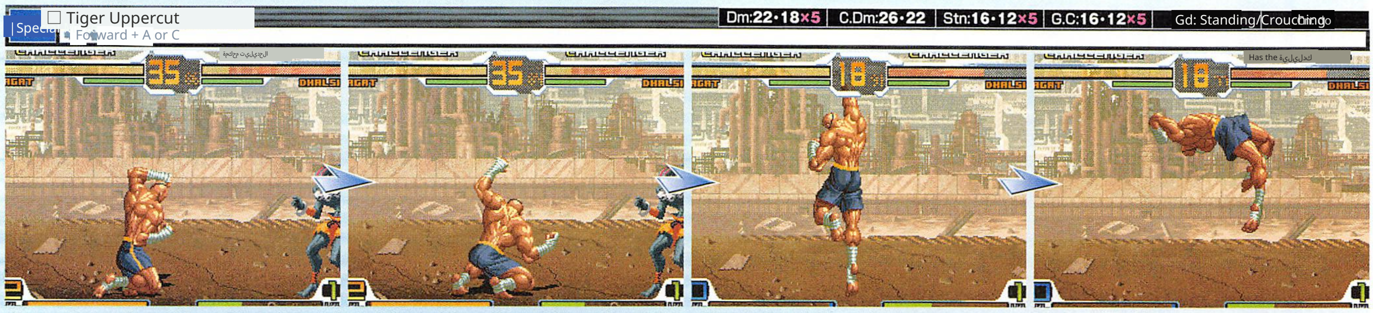
☐ Grand Tiger Shot
||Special Moves| +BorD

Dm:16 | C.Dm: 18 | Stn:10
G.C:10 | Gd: Stand/Crouch | Cn:ど



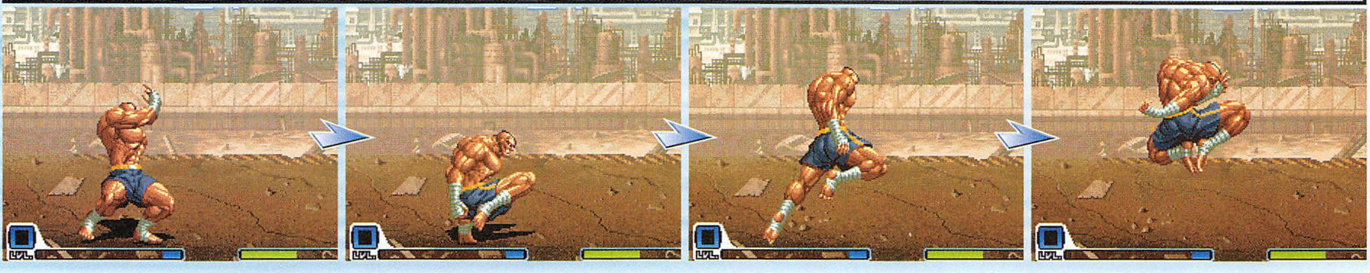
|Special ☐ Tiger Uppercut
Forward + A or C

Dm:22・18×5 | C.Dm:26・22 | Stn:16・12×5 | G.C:16・12×5 | Gd: Standing/Crouching | Cn:go



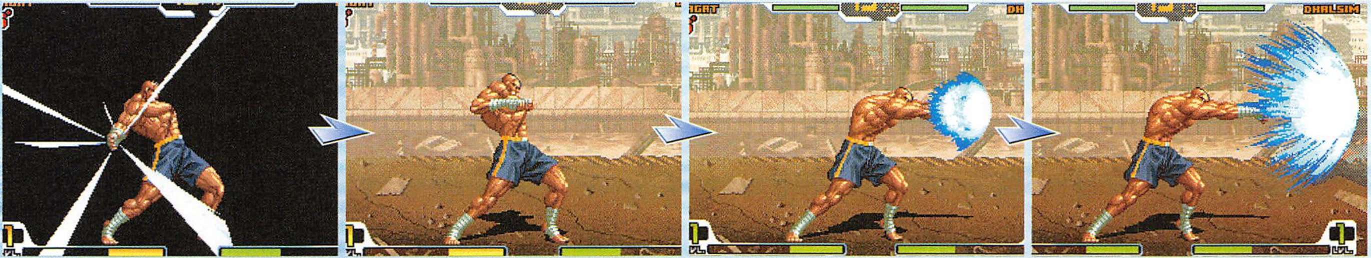
|Special Move [Tiger Crash
+BorD

Dm:18×2 | C.Dm:20 | Stn:12×2 | G.C:12×2 | Gd: Standing/Crouching | Cn:go



Super Tiger Cannon
Finishing Move Gold + A or C

Dm:31×4・30×6 | C.Dm:34・33 | Stn:0 |G.C:2×4・2×6 Gd: standing/crouching | Cn:—



● Tiger Shot

Thrusts both arms forward and fires an energy projectile. There is a large difference in projectile speed between the weak and strong versions: the weak one travels slowly, while the strong one flies much faster. The strong version also has slightly longer recovery. It can be followed by combos from a strong attack, but its main use is as a long-range zoning tool. By switching between the weak and strong versions you can better suppress jumps. However, it has fairly large openings, so overusing it makes you vulnerable to counterattacks. Note that this move often misses crouchers, but it hits both crouching and crouch-blocking opponents for Earthquake, Iro, Bison, Hugo, and Dimitri, while for Genjuro and Tabasa it only hits crouch-blocking opponents. Against these characters it is very useful as a zoning option.

● Grand Tiger Shot

While lowering the body, this projectile fires ki-bullets from both arms. Its basic properties are the same as the Tiger Shot, such as a large difference in projectile speed between the weak and strong versions. However, it spawns slightly later and has longer recovery than the Tiger Shot. It hits all characters in the crouching state, making it useful for chip damage and zoning. Using a whiff cancel (doko-cancel) and performing it after a long-range standing C or D whiff cancel is also not a bad option.

● Tiger Uppercut

A technique that rises while performing an uppercut. Because it has no invincibility to strikes at the start of the move, it is hard to use as a wakeup or to intercept attacks. However, from mid-action through recovery it has upper-body invincibility, and its hitbox is quite strong, making it an outstanding anti-air move.

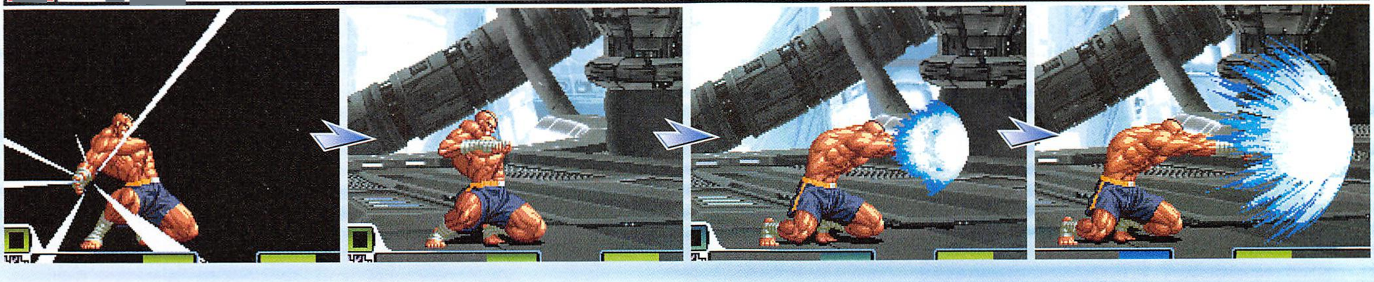
As a move it boasts excellent performance. The weak version hits once, while the strong version hits five times, but either will always knock the opponent down if it connects. If the strong first hit trades with an opponent's attack, follow-ups can be landed. Also, although it is compatible with whiff cancels (doko-cancel), for some reason it cannot be performed from Tiger Crash, so be careful. Recommended for combos and as an anti-air. ● Tiger Crash

Performs a jumping knee strike from a crouched stance. It can be used as a combo from weak attacks, but its reach is short and it is hard to connect. It is not effective as an anti-air, and since Tiger Uppercut covers both combos and anti-air needs, there is generally no particular reason to use this move. Note that this is also compatible with whiff cancels, but remember that it cannot be performed from Tiger Uppercut.

—

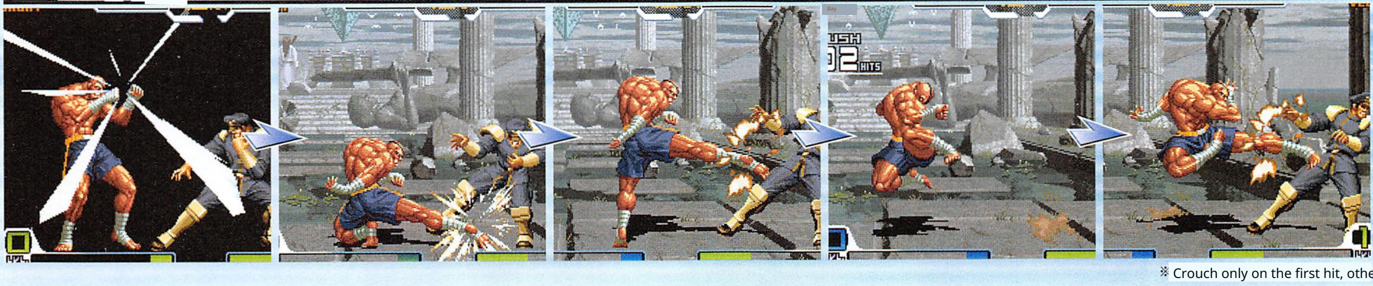
Super Grand Tiger Cannon
KILL MOVE
Gold + A or C

Dm:31×4·30×6 | C.Dm:34·33 | Stn:0 | G.C:2×4·2×6 | Gd: Standing/Crouching | Cn:–



Super Tiger Raid
KILL MOVE Hold+ B or D

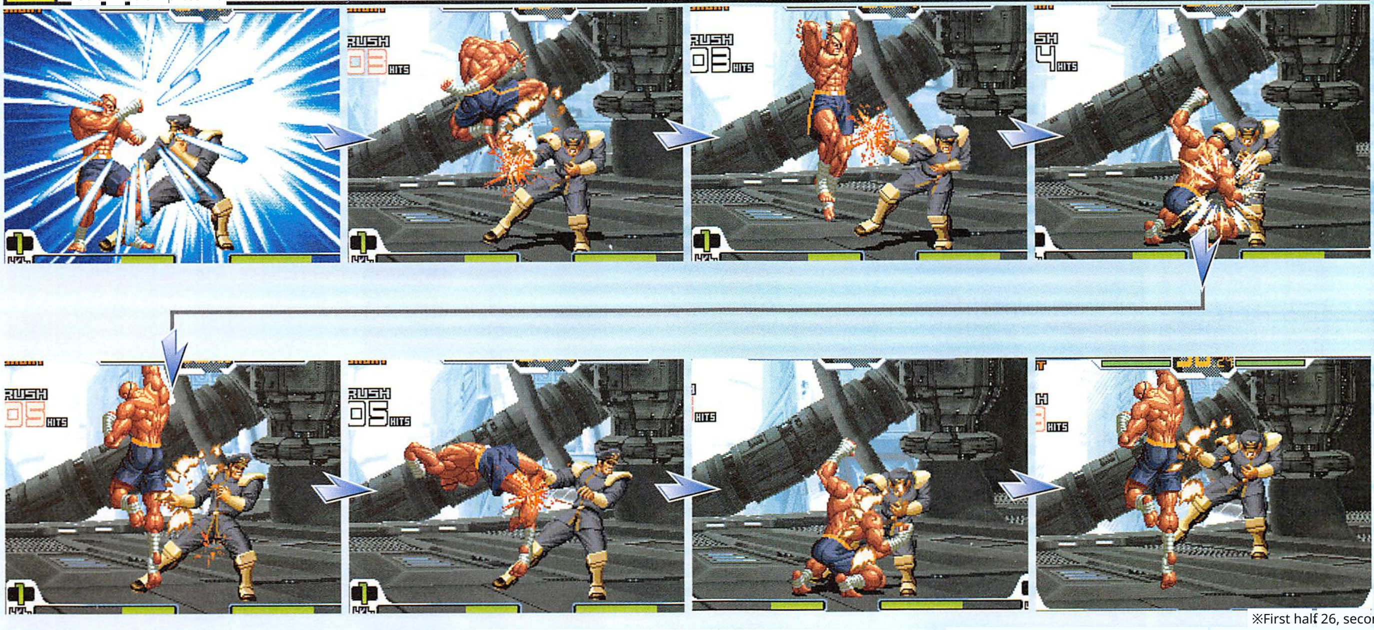
Dm:38×6.38×7 | C.Dm:46·46 | Stn:0 | G.C:2×6·2×7 | Gd:※ | Cn:–



※ Crouch only on the first hit, otherwise standing/crouchi

EXCEED **Tiger Genocide**
Gold in Gold + press B and D simultaneously

Dm:22×6+48×6 | C.Dm:※ | Stn:0 | G.C:2×6+2×6 | Gd: Standing/Crouching | Cn:–



※First half 26, second half 56

● Tiger Cannon

This move fires a huge Tiger Shot and has invincibility at the very start. Its startup is slow, making it hard to incorporate into combos, and it has the drawback of not hitting at point-blank range. It is effective to use in response to the opponent's projectiles or as an anti-air taking advantage of its high hit height. Only the strong version maintains invincibility until just before the attack activates, and once the move triggers it is guaranteed to fire a projectile. For that reason, the strong version is more practical to use. ● Grand Tiger Cannon

This is an enhanced version of the Grand Tiger Shot. Note that its startup is slower than the regular version, so it is difficult to incorporate into combos. Also, if used while close to the opponent, it will not hit all frames and will pass through them, leaving a large opening.

It will be exposed. Its basic properties are the same as Tiger Cannon and other than the hit height there are almost no differences. If the command is completed the strong version will always fire a projectile; use it to match against other projectiles or as an interrupt aiming for a simultaneous hit. ● Tiger Raid

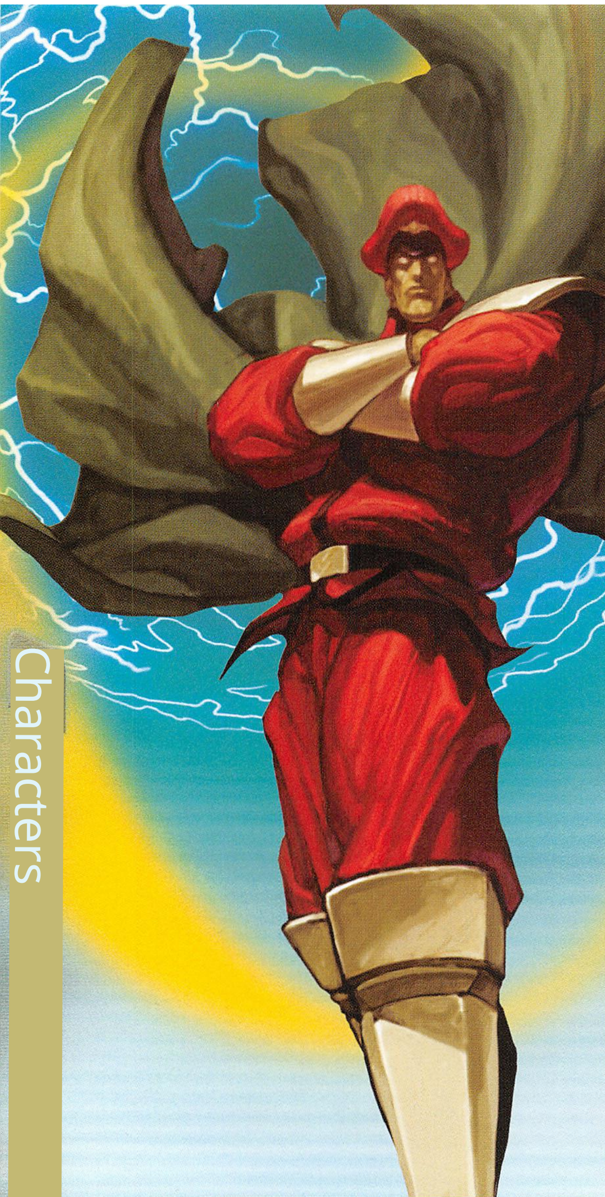
After performing the low-starting sequence of kicks, the character rushes forward with a flying kick. The period of invincibility ends at the moment the attack becomes active, but because the activation is fast, <Even from a weak attack it will hit repeatedly, and if the opponent guards until the end, it is difficult for them to counterattack. Also, after a hit the opponent's hitstun remains, so near the edge of the screen a follow-up is possible. The main use is to incorporate it into combos, but the weak version has a short first-hit reach and may not connect when started from a strong attack, while the strong version, if spaced too far, can cause the mid-sequence high kick to whiff,

Note that the follow-up does not connect. The light version maintains its connection over a wider range, while the heavy version deals slightly more damage; therefore, ideally you should use the light when the spacing after a jump or other long-range approach is farther, and the heavy at point-blank range. ● Tiger Genocide

Tiger Crush ~ Tiger Uppercut ×2 A consecutive attack that connects into the Tiger Uppercut ×2. It deals high damage and has fast attack start-up, so it can be linked even from light attacks, making it ideal for use in combos. In addition, invincibility frames last from the beginning of the move through after its attack hits, so it is also effective for anti-air and interrupt purposes. However, note that it does not hit all hits against airborne opponents, causing the damage to drop significantly.

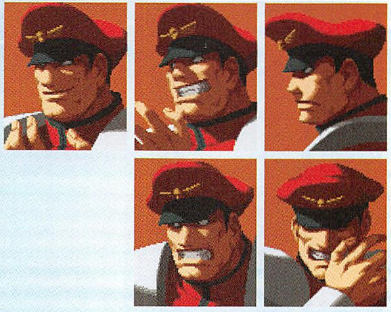
VEGA

Vega

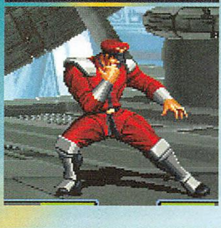


Vega, who controls Psycho Power and rules the evil organization Shadaloo, has a wide variety of powerful aerial attacks. Use his two major special moves, Head Press and Devil Reverse, to apply intense pressure to your opponent. A supreme leader must always stand above others!!

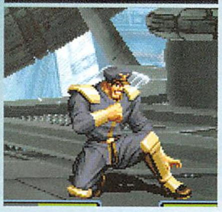
Face Pattern



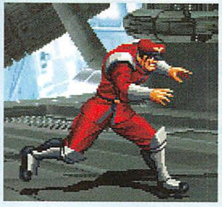
AC Button Color



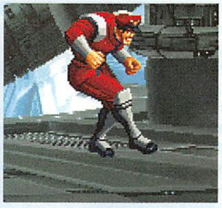
B·D Button Color



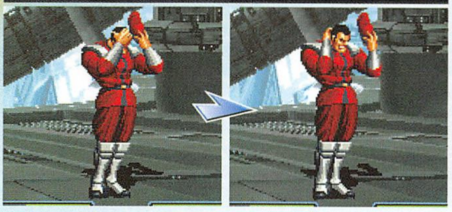
Front Step



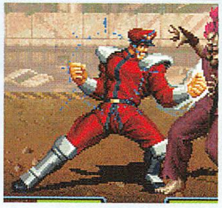
Backstep



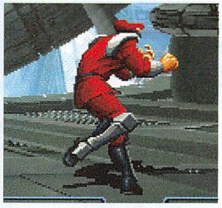
Taunt



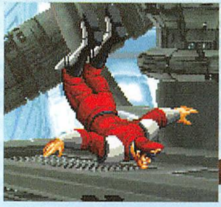
Throw Escape



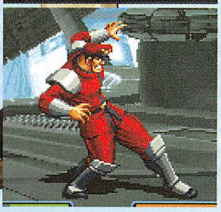
■ Normal throw failed



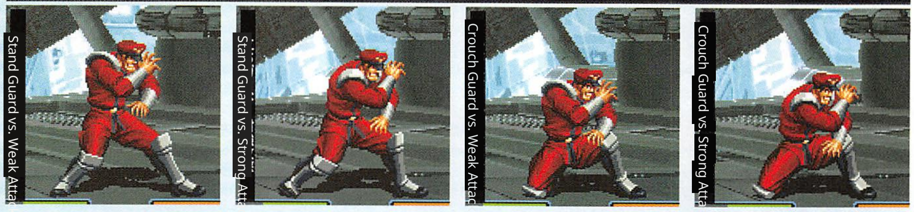
Get-up



Guard Crush



Guard



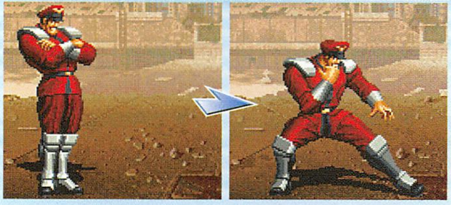
Stand Guard vs. Weak Atta

Stand Guard vs. Strong Att

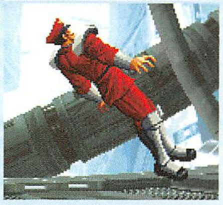
Crouch Guard vs. Weak Attac

Crouch Guard vs. Strong Atta

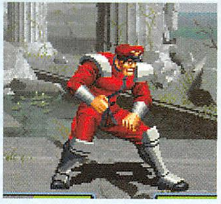
Intro Scene



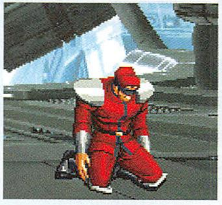
Spiral Knockback



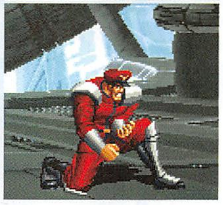
Unconscious



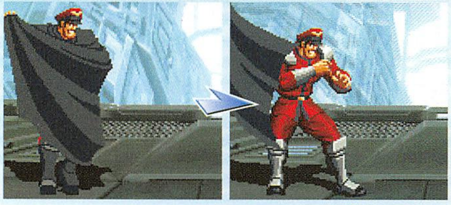
Defeated by Scrape



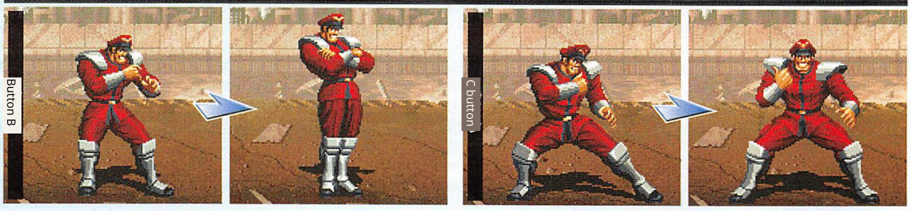
Loss by timeout



Appearance scene (Chun-Li)

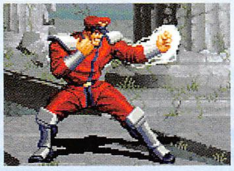
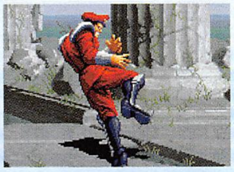
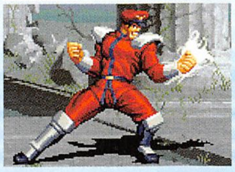
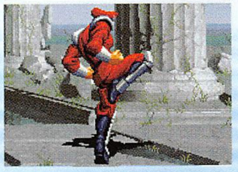
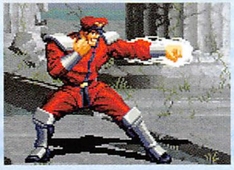
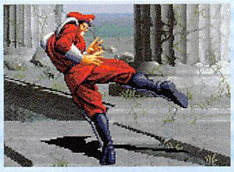
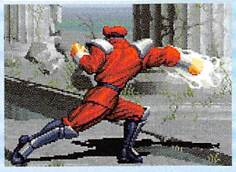
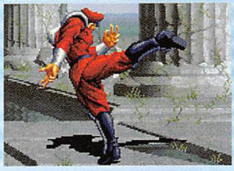
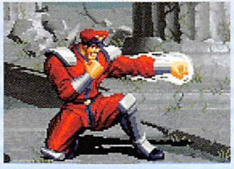
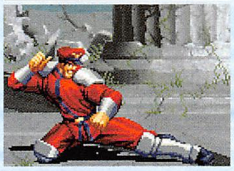
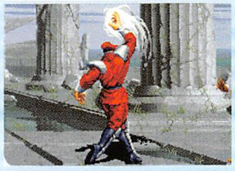
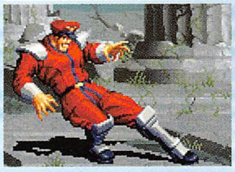
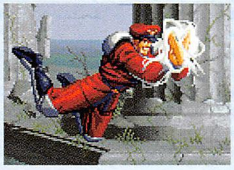
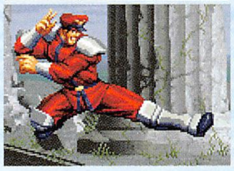
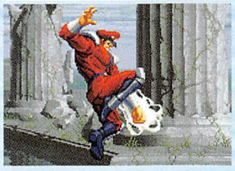
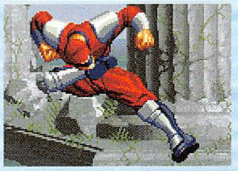
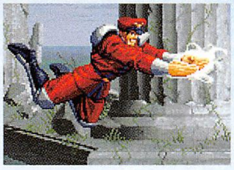
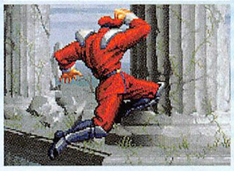
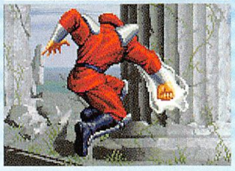
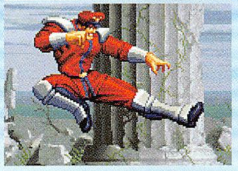


Victory Pose



Button B

C button

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Guard: Standing/Crouching 	Dm:5 C.Dm:6 Stn:5 G.C:5 Counter: guaranteed on linked special 	Dm:21 C.Dm:30 Stn:18 G.C:16 Gd:standing/crouch Cn:Required 	Dm:21 C.Dm:30 Stn:18 G.C:16 Gd:Standing/Crouching Cn:× 
Long-range standing attack	Dm:6 C.Dm:7 Stn: 6 G.C:6 Guard: Stand/Crouch Cn: Chain Special 	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Stand/Crouch Cn:× 	Dm:21 C.Dm:30 Stn:18 G.C:16 Guard: Stand/Crouch Cn:× 	Dm:21 C.Dm:30 Stn:18 G.C:16 Guard: Stand/Crouch Cn:× 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Guard: Standing/Crouching Counter: guaranteed on consecutive hits. 	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Crouch Cn: consecutive hits 	Dm:17 C.Dm:18 Stn:16 G.C:16 Gd: Standing/Crouching Cn: special 	Dm:21 C.Dm: 30 Stn:18 G.C:16 Gd: Crouch Cn:× 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn: hit 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Guard: Stand Cn:× 	Dm:21 C.Dm:30 Stn:18 G.C:16 Gd: Standing Cn:× 	Dm:21 C.Dm:30 Stn:18 G.C:16 Gd: Stand Cn: hit 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Guard: Stand Cn:× 	Dm:21 C.Dm:30 Stn:18 G.C:16 Gd: Standing Cn:× 	Dm:21 C.Dm:30 Stn:18 G.C:16 Gd: Stand Cn: hit 

Ground normal moves

Long-reaching far standing B and C are pokes. Crouching D, which performs a sliding move that knocks the opponent down on hit, is effective for surprise attacks from far away. If you hit with it near the end, it's even when guarded, so adjust the distance when using it. For anti-air use crouching C and far standing D. The former has strong hit detection when the arm is fully raised and is the main anti-air to stop jumps and near-vertical attacks. The latter should be used for more distant anti-airs. In close combat, close standing B and C are easy to use. Close standing B is a low attack useful for linking combos. Close standing C comes out fast and won't be punished even if blocked. However, both require a very close range to be considered close-range moves, so be careful as they will not come out unless almost in contact. Additionally, it's recommended to use crouching B, which can be rapidly repeated as a low, and crouching A, which has strong hit detection

Normal Jump Attacks

Vertical Jump B is strong toward the horizontal and downward directions and can be used in air-to-air situations and close combat. The Vertical Jump Pro is also strong downward and is effective in close combat. From a forward jump, mainly use the long-reaching Jump R toward the horizontal direction. Use Jump C for air-to-air engagements.

Throws / Special Moves / Other

AB throws project forward, while CD throws send the opponent behin

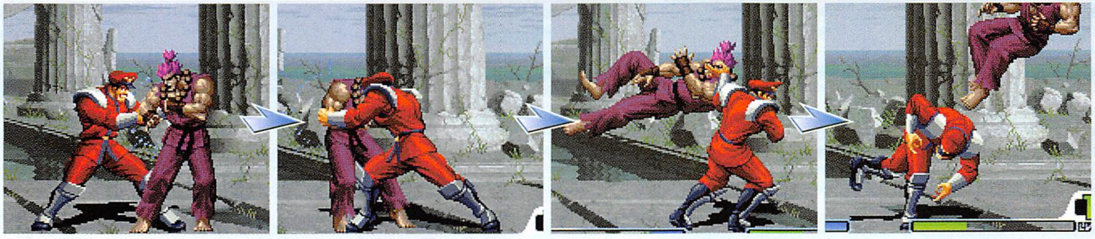
Both allow the opponent to recover, but they have small recovery gaps a

throw, allowing you to attempt a wake-up attack.

投げ "Deadly Thru

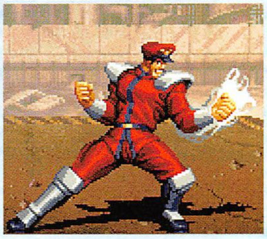
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



Guard Cancel Attack

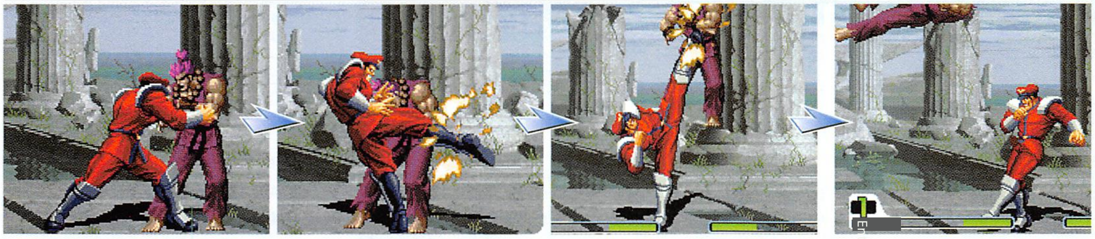
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Stand/Crouch	Cn:×



Throw |Death Tower

Close in and press C and D simultaneously

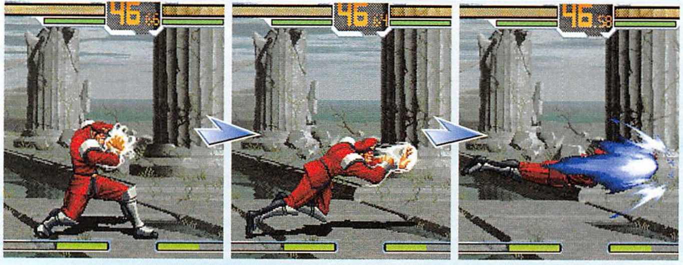
Dm:7×3	C.Dm:7	Stn:0	G.C:0	Gd:throw	Cn:×



|Special Move| [Psycho Crusher

Charge + A or C

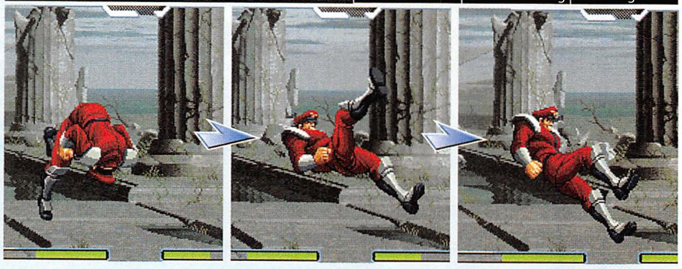
Dm:24 C.Dm:26 Stn:16
G.C:4 Gd: Standing/Crouching Cn: do



|Special Move| [Square] Double Knee Press

◆ Hold + B or D

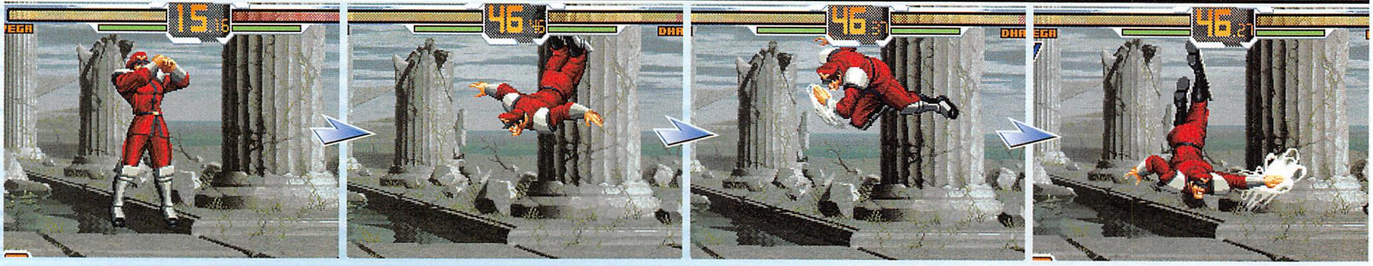
Dm:20×2 C.Dm:24 Stn:11×2
G.C:4×2 Gd: Standing/Crouching Guard



|Special Move| Devil Reverse

Hold + A or C, A or C

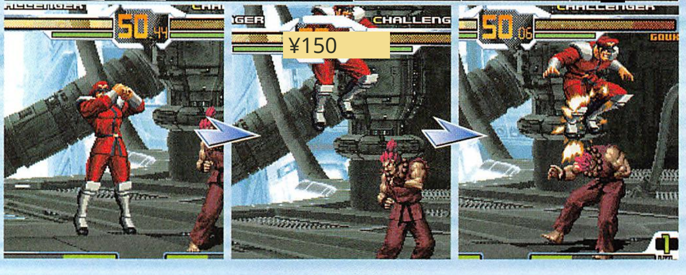
Dm:24 C.Dm:28 Stn:11 G.C:11 Gd: Standing/Crouching Cn: do



Special Move [Head Press

Charge + B or D

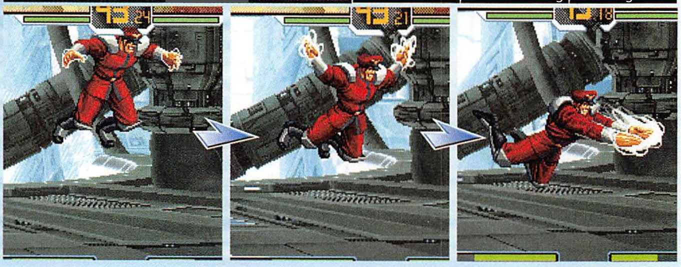
Dm:22 C.Dm:26 Stn:10
G.C:10 Gd: Stand/Crouch Cn: do



Special Move [Somersault Skull Diver

In the air after Head Press pre

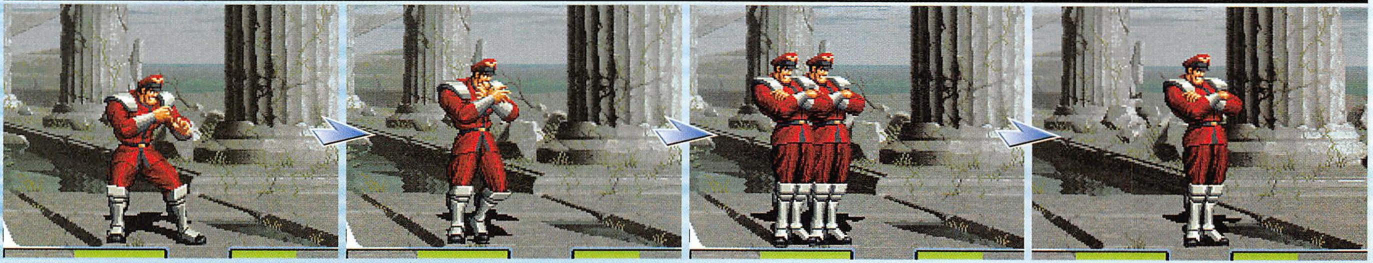
Dm:20 C.Dm: 24 Stn:10
G.C:10 Gd: Standing/Crouching Cn: —



|Special Move| Vega Warp

Press Hold or +A or B/D simultaneously

Dm:0 C.Dm:0 Stn:0 G.C:0 Gd:— Cn: do



●Psycho Crusher

Enveloped in psycho power, the user thrusts both arms forward and spins while charging. The weak version can hit repeatedly even from a weak attack, while the strong version chains only from a strong attack. During the charge, it can pass over ground-hugging projectiles and phases through the opponent whether it hits or is guarded. Although the charging speed is fairly quick, its attack hitbox is weak and easily beaten. Also, the recovery after landing is very large, and depending on positioning and the opponent, you may still be punished even on hit. Use the weak version in combos and use the strong version only in situations where it is guaranteed as a counterattack.

● Double Knee Press

A rushing move that delivers a two-step kick with the heel. It only combos fr [illegible] The rushing distance for the weak version is abo [illegible] About two-thirds of the way through, while rushing forward it can pass over [illegible] If the tip of the second hit is blocked, the recovery is relatively small.

● Devil Reverse

Jump aiming over the opponent's head, then perform a reversal while executing a knife-hand strike as an additional action. During the additional action, limited horizontal movement is possible using the lever left or right. The attack's hitbox is not particularly strong and is often beaten by anti-air or poking moves. However, when combined with a head press it can bait whiffs from anti-air moves or confuse the opponent's guard direction, enabling varied tactics. There is little vulnerability after landing, so it is useful as a poking/spacing tool.

● Head Press

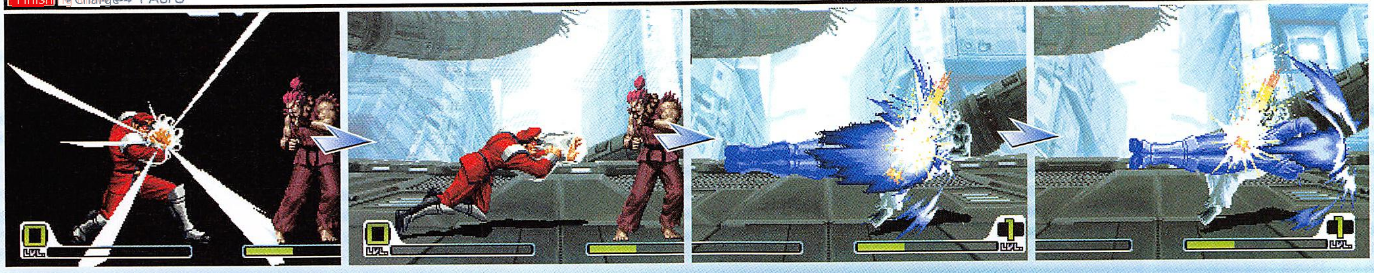
A move that aims for the opponent's position and stomps down and deals consecutive hits. [illegible] from a jump. Its attack hitbox is extremely strong, easily beating anti-air moves and jump attacks, and depending on the opponent character and spacing,

Somersault Skull Diver

While flipping in midair, an additional input unleashes a two-handed knife-hand strike — an extra action to the Head Press. You can move a certain amount left or right using the lever. Also, the recovery on landing is very small; even if guarded it leaves you at a large advantage, and its attack hitbox is strong, making it valuable for zoning. If it hits in the air, the opponent's hurtbox remains, allowing follow-ups such as a jumping D.

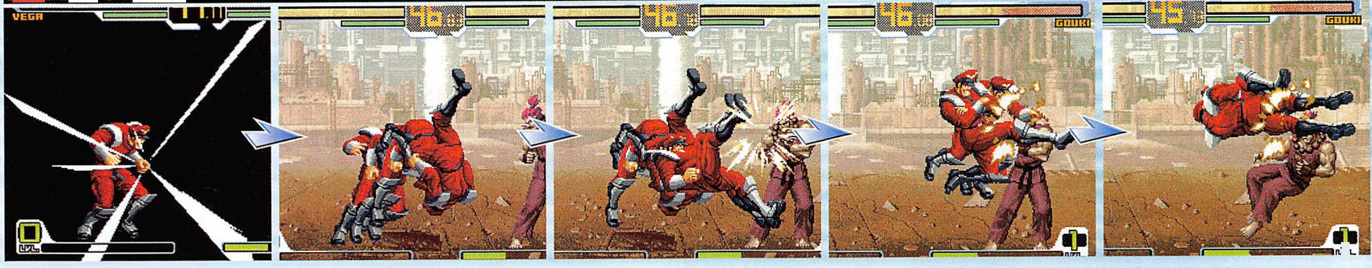
Super Finish | Mega Psycho Crusher
Charge ⬅➡ + AorC

Dm:38×7 | C.Dm:45 | Stn:0 | G.C:2×7 | Gd: Standing/Crouching



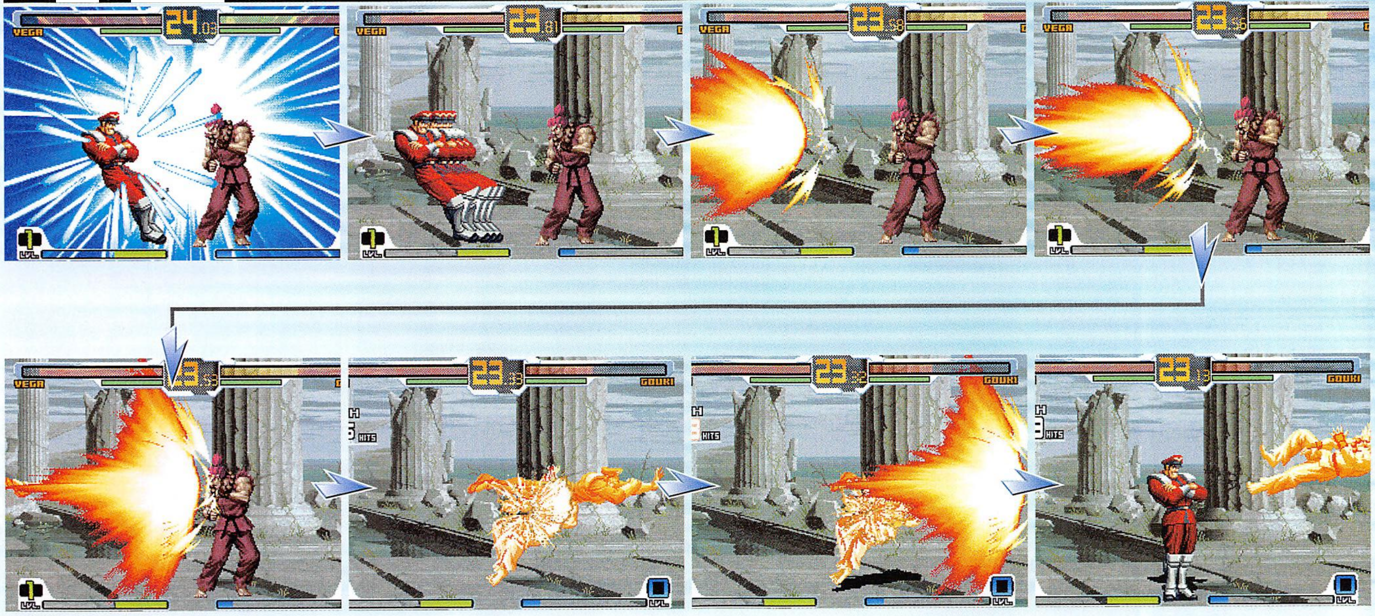
Super: Knee Press Nightmare
Finish | Charge ⬅➡ B or D

Damage (Dm): 34×8 | C.Dm:40 | Stn:0 | Guard Crush (G.C): 2×8 | Gd: Standing/Crouching



EXCEED | Final Psycho Crusher
◆Charge ⬅➡ Press A and C simultaneously

Damage (Dm): 78×9 | Counter Damage (C.Dm): 84 | Stn:0 | G.C:2×9 | Gd: Standing/Crouching



● Vega Warp

A moving technique that warps while folding the arms. You can choose the destination with a command; press forward with the gold input to appear forward, or backward to appear behind. Pressing A and C together makes you appear at a point about 2/5 across the screen; pressing B and D together makes you appear at a point about 1/5 across the screen. You become invulnerable from the start of the move, and there is little vulnerability toward the end. The travel distance is relatively short, but it is useful as a defensive option for avoiding wake-up pressure or escaping.

● Mega Psycho Crusher

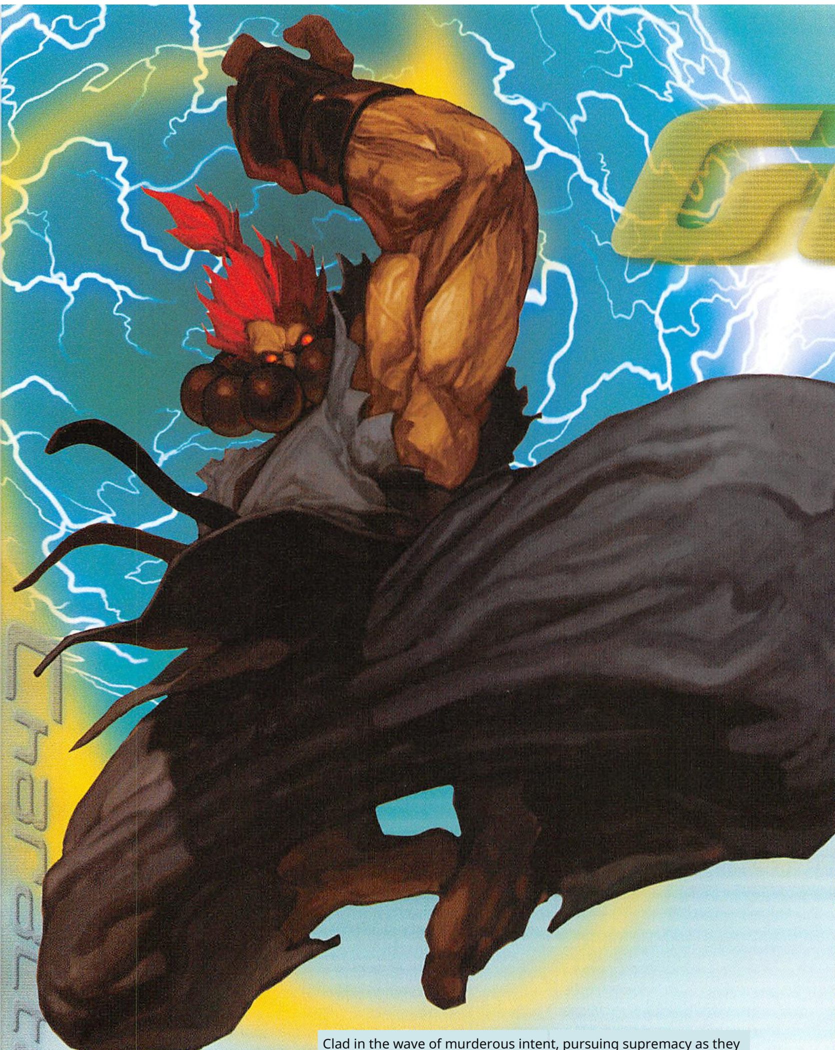
The enhanced version of the Psycho Crusher is a rushing attack that hits seven times. Its rush speed is comparable to the strong Psycho Crusher. From its startup it is invulnerable to throws, and during the move it passes through the opponent regardless of hit or block. It has fast attack startup, making it possible to incorporate into combos from light attacks. However, after landing Because its recovery is long, depending on the situation in which it connects, there is a risk of being counterattacked. However, if it hits an airborne opponent near the edge of the screen, you can follow up with a close standing C or another Mega Psycho Crusher. It is effective not only as part of combos but also as a counter when an anti-air rising move (such as a rising dragon punch) whiffs. By the way, if you input the command while guarding, you can smoothly transition from a GC front step into the Mega Psycho Crusher.

• Knee Press Nightmare

After performing the double knee press twice, the character launches consecutive kicks while airborne and then flips over. At the start of the move the character is vulnerable to strikes, so it is unsuitable for use as an interrupt. It can be incorporated into combos from a strong attack, but the damage is low. The G-Psycho Crusher is larger.

• Final Psycho Crusher

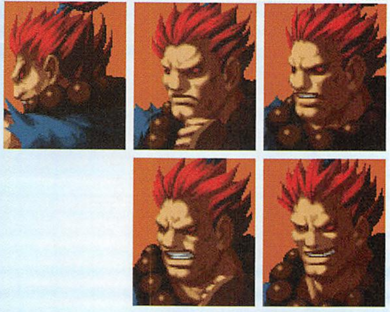
After retreating off-screen, he performs a Psycho Crusher that races across the screen at incredible speed. While attacking he is completely invulnerable and his attack range is vertically extensive, so characters without warp-type movement moves cannot avoid it. After the attack ends he warps back to his original position, but at that moment he becomes defenseless. The attack has slow startup and therefore cannot be incorporated into combos, but it can be used to counter projectiles or as an anti-air against opponents with high jump arcs. In addition to its hit damage, one of its attractions is the large amount of chip damage it inflicts. Taking advantage of the fact that some opponents cannot evade it, it is also recommended to use it as a finishing chip-damage move.



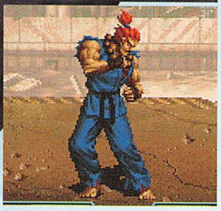
GOUKI

Gouki (Akuma)

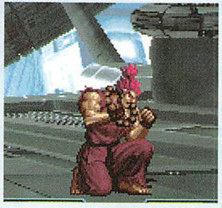
Face Pattern



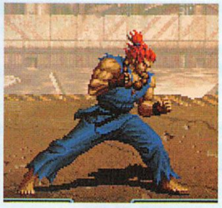
AC Button Color



BD Button Color

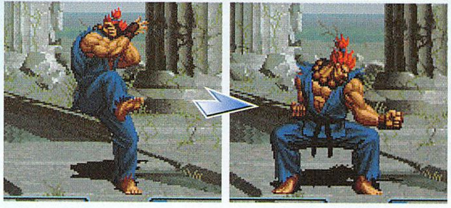


Front Step

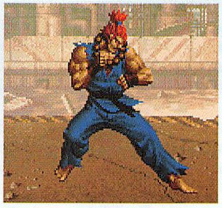


Clad in the wave of murderous intent, pursuing supremacy as they charge down the path of carnage — "the one who has mastered the fist." Possessing a wide array of special moves, they can mount a versatile offense. Their low defense should be covered by freely adapting movement and tactics to the state of battle.

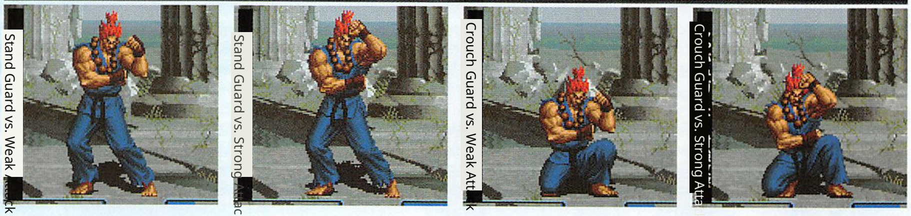
Taunt



Backstep



Guard



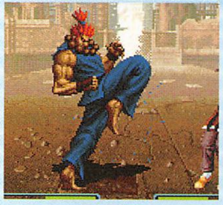
Stand Guard vs. Weak ck

Stand Guard vs. Strong ack

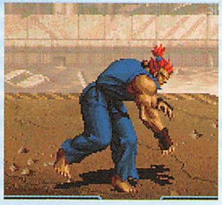
Crouch Guard vs. Weak Att k

Crouch Guard vs. Strong Atta

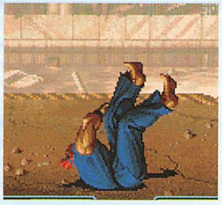
Throw Escape



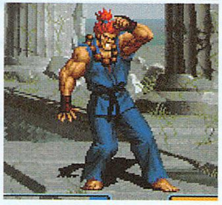
Usually throw failed



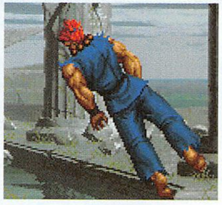
Get-up



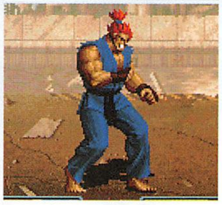
Guard Crush



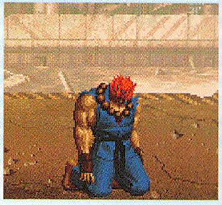
Spiral Knockback



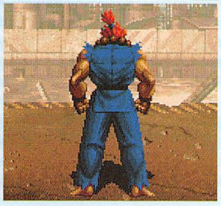
Unconscious



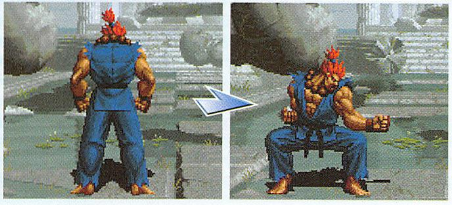
Defeated by Scrape



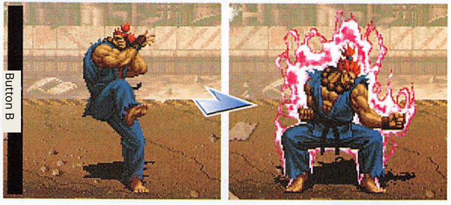
Loss by timeout



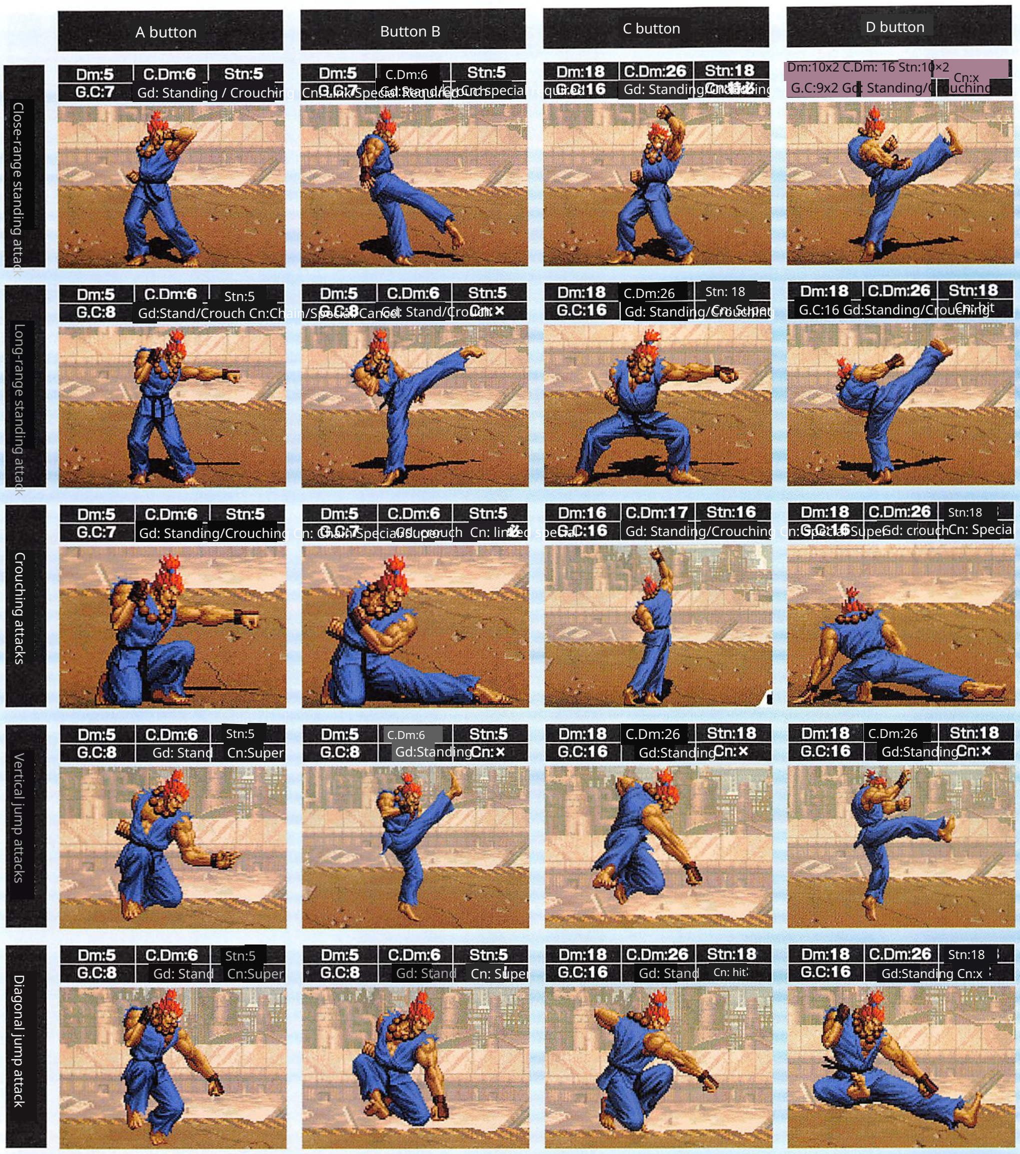
Intro Scene



Victory Pose



Button B



	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:7 Gd: Standing / Crouching Cn: Link/Special Required	Dm:5 C.Dm:6 Stn:5 G.C:7 Gd:Stand/Crouch Cn:special required	Dm:18 C.Dm:26 Stn:18 G.C:16 Gd: Standing/Crouching Cn:	Dm:10x2 C.Dm: 16 Stn:10×2 G.C:9x2 Gd: Standing/Crouching Cn:x
Long-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd:Stand/Crouch Cn:Chain/Special Cancel	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: Stand/Crouch Cn:×	Dm:18 C.Dm:26 Stn: 18 G.C:16 Gd: Standing/Crouching Cn: Super	Dm:18 C.Dm:26 Stn:18 G.C:16 Gd:Standing/Crouching Cn: hit
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:7 Gd: Standing/Crouching Cn: Chain/Special/Super	Dm:5 C.Dm:6 Stn:5 G.C:7 Gd: crouch Cn: linked special	Dm:16 C.Dm:17 Stn:16 G.C:16 Gd: Standing/Crouching Cn: Special/Super	Dm:18 C.Dm:26 Stn:18 G.C:16 Gd: crouch Cn: Special
Vertical jump attacks	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: Stand Cn:Super	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd:Standing Cn:×	Dm:18 C.Dm:26 Stn:18 G.C:16 Gd:Standing Cn:×	Dm:18 C.Dm:26 Stn:18 G.C:16 Gd:Standing Cn:×
Diagonal jump attack	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: Stand Cn:Super	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: Stand Cn: Super	Dm:18 C.Dm:26 Stn:18 G.C:16 Gd: Stand Cn: hit	Dm:18 C.Dm:26 Stn:18 G.C:16 Gd:Standing Cn:x

Ground normal moves

The low attack crouching B serves as the starting point for Akuma's combos. From here, route through special moves and link into special attacks. Also, crouching D has long reach and can cause a knockdown on hit, but it is vulnerable to counterattacks from a GC Front Step. Cancel into moves like the Gō Hadōken or Hyakki Shū to unleash varied offensive pressure.

Normal Jump Attacks

Forward jump D has a wide attack range and can be used for cross-up attempts, making it very useful. In addition, forward jump A can only be canceled into a super move, allowing consecutive hits of Tenma Gōzan Kū. Forward jump B is strong downward; if the opponent uses low-profile anti-air moves, jump in with jump B.

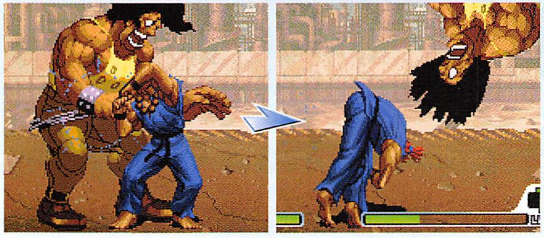
Throws / Special Moves / Others

During a forward jump, ↓ +B causes a fast descent and is a kicking move. Contrary to its appearance, it can be blocked with a crouch guard, but if it hits at a low strike point, it can be linked into a ground attack. +C is a two-hit move with a mid-level attack. It has relatively fast startup, is hard to guard against, and has fairly high damage, making it a very good move. And +D hits repeatedly even from light attacks and can be canceled into a special move, so it is useful for extending combos. +D is a long-reaching low attack with little recovery, making it a mainstay in ground combat.

Throw | Back throw

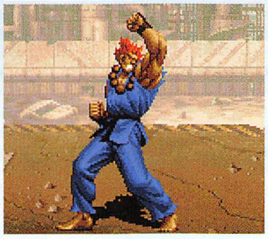
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



Guard Cancel Attack

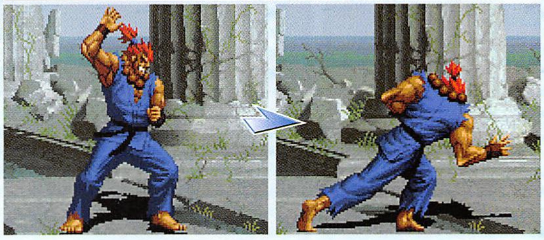
Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: Stand/Crouch	Cn:×



special | Skull Break

+C

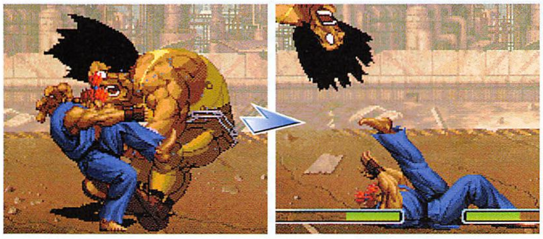
Dm:14×2	C.Dm:16	Stn:14×2	G.C:9×2	Gd : stand	Cn: hit



Throw Tomoe Throw

Close in and press C and D simultaneously

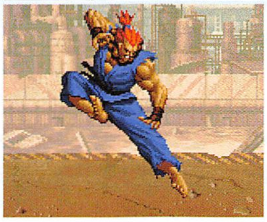
Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



Special | Tenma Kuujin Kick

Forward Jumping ↓ + B

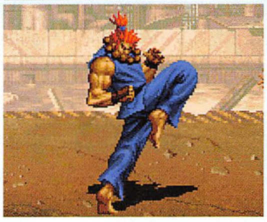
Dm:8	C.Dm:8	Stn:5
G.C:4	Gd: Standing/Crouching	Cn:×



| Special Knee Kick

+D

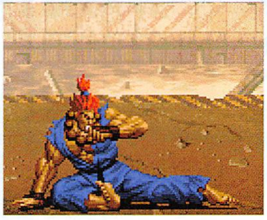
Dm:16	C.Dm:20	Stn:16
G.C:9	Guard: Stand/Crouch	Cn: Guaranteed



[Special | Ankle Kick

+D

Dm:12	C.Dm:16	Stn:12
G.C:12	Gd: Wind	Cn:



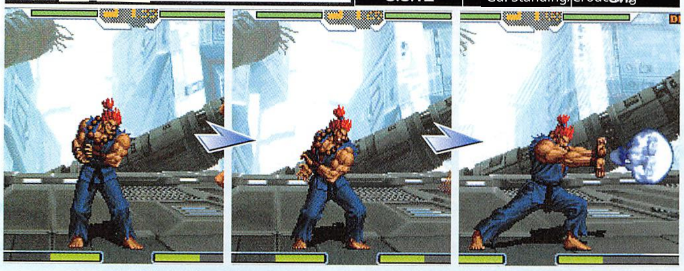
Characters

Characters Section

GOUKI Akuma

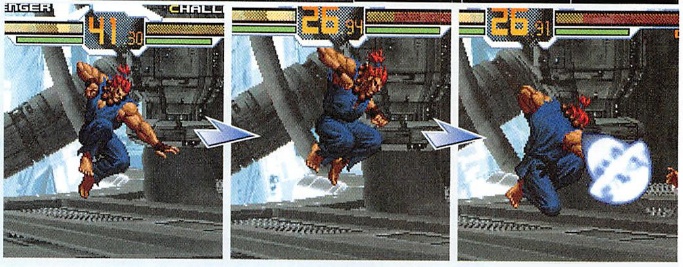
||Special Moves| Great Hadouken
★ Gold + A or C

Dm:16	C.Dm:18	Stn:12
G.C:12	Gd: Standing/Crouching	Cn:–



Special Move: Sword-Air Hadouken
In the air + A or C

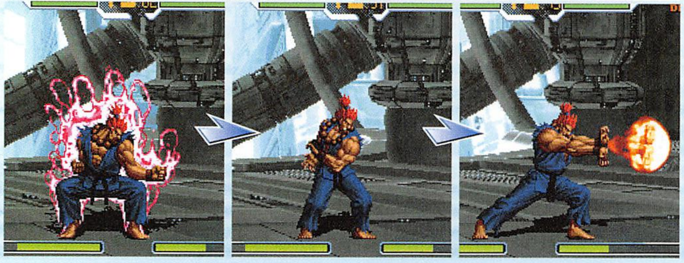
Dm:11	C.Dm:16	Stn:9
G.C:9	Gd:※	Cn: do



※Stand/Crouch (crouches if it hits near t

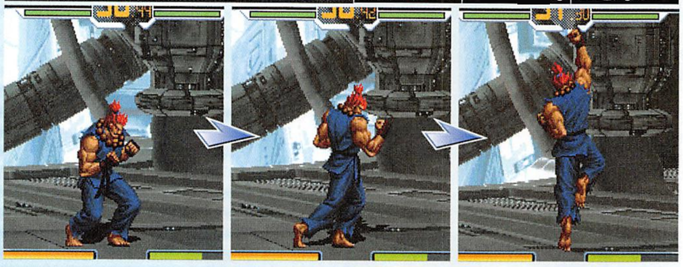
|Special Scorching Hadouken
Gold Emblem Eat + A or C

Dm:18·15×3	C.Dm:22·18	Stn:16·11×3
G.C:16·11×3	Gd: Standing/Crouching	Cn:–



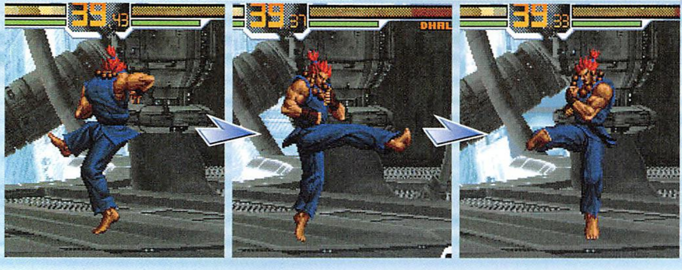
| Special Mo
Gold + A or C

Dm:10×2+10	C.Dm:11	Stn:4×2+10
G.C:4×2+10	Gd: standing/crouching	Cn:SC+–



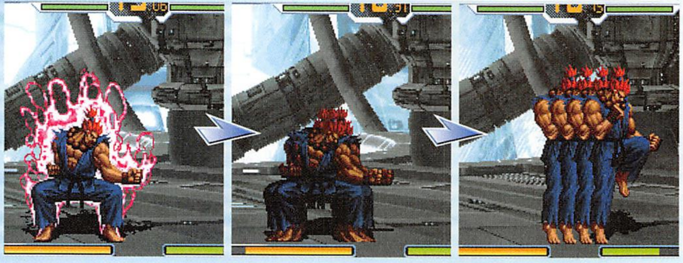
|Special Move Tatsumaki Zankū Kyaku
↓↙← + B or D (usable in air)

Dm:8×2	C.Dm:9	Stn:10×2
G.C:10×2	Gd: Standing/Crouching	Cn: do



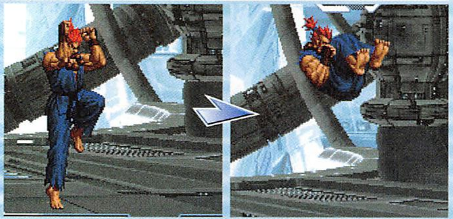
Special Move Ashura Shankū
→↓↘ or ←↓↙ Gold + AC or BD simultaneous press

Dm:0	C.Dm:0	Stn:0
G.C:0	Gd:–	Cn:–



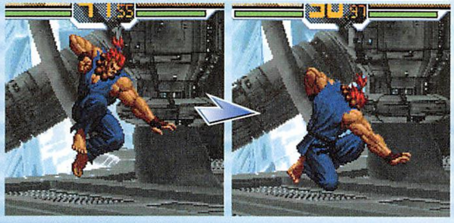
|Special Move Hyakki Attack
→↓↘+BorD

Dm:0	C.Dm:0	Stn:0
G.C:0	Gd:–	Cn: do



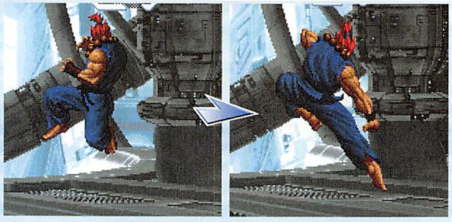
||Special Moves| Hyakki Gōshō
Press A or C during Hyakki Attack

Dm:12	C.Dm:12	Stn:12
G.C:12	Gd: Standing/Crouching	Cn:–



|Special Hyakki Kōjin
During the Hyakki Assault press B or D

Dm:12	C.Dm:12	Stn:12
G.C:12	Gd: Standing/Crouching	Cn:–



●豪波動拳 (Gou Hadouken)

A projectile-type special move that releases concentrated ki instantly forward. It can be used in combos after a heavy attack or +D, and if it hits within a certain time after firing, it can cause a knockdown. The strong version has a faster projectile speed and therefore hits earlier, making it easier to link in combos and secure a knockdown.

● Empty Hadoken

This is a projectile special move that fires an energy orb diagonally downward from the air. The move has a fast startup; although there is vulnerability on landing, it is not significant, making it very easy to use. If it hits the opponent near their feet, it has the characteristic of becoming a low attack. If one were to point out a drawback, it would be its low damage. It is safe to perform from a vertical jump or a backward jump, but from a forward

It can also be effective to jump in while using the forward jump's Zan-Ku Hadouken as a shield. Also, if you input the command after jumping over the opponent, the move will correctly come out facing the opponent. ● Scorching Hadouken

After briefly charging ki, a blistering ki projectile is released. While charging there is a short period of invincibility, but it is difficult to use this effectively. The weak version has a slow projectile speed and only hits once, while the strong version has a fast projectile speed and hits three times.

●Rising Dragon Punch

A special move that rises while thrusting a fist upward. Both the weak and strong versions are three-hit moves, and because they have invincibility until after the attack hitbox appears, they are useful as anti-airs and interrupts. On the ground, the weak version has little recovery and can knock the opponent down if it connects; for anti-air use, the strong version is ideal because it tends to beat jumping attacks more easily.

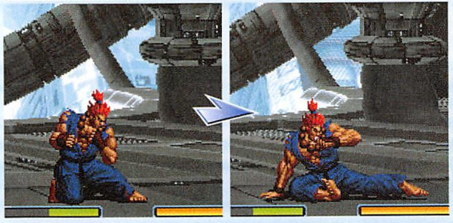
It is ideal to use the strong version, which more easily beats jumping attacks.

● Tornado Sky Slash Kick

A move that advances through the air while performing a spinning kick. The weak version travels a short distance, while the strong version travels far. The grounded version has an active hitbox during the rising motion, and that part has very fast startup, allowing it to chain from a weak attack. Also, the flipped opponent still has a hurtbox remaining, so the weak version can be followed up. The strong version can also be followed up if the fourth hit connects. Mainly used in combos such as crouching B ×2 → weak Tornado Sky Slash Kick → various follow-ups. At the corner, you can also aim for crouching B ×3 → + D → weak Tornado Sky Slash Kick → various follow-ups (limited to standing state for some characters). The aerial version only has a hitbox on the roundhouse-kick portion, and follow-ups ar

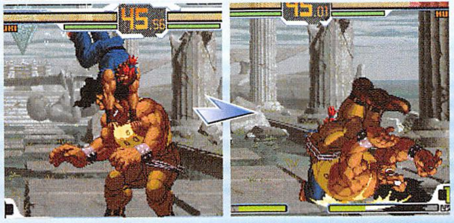
Special → Hyakki Great Slash
After Hyakki Attack, no input

Dm:10 | C.Dm:10 | Stn:10
G.C:10 | Gd: crouch | Cn:–



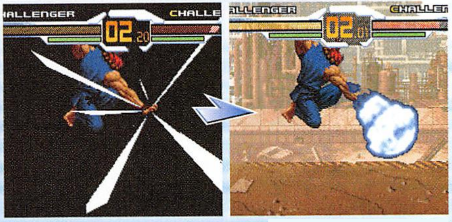
Special · Hyakki Great Smash
Press A and B simultaneously during Hyakki Attack

Dm:18 | C.Dm:18 | Stn:0
G.C:0 | Gd:throw | Cn:–



Super Tenma Great Slash Sky
Finishing Move (air) +AorC

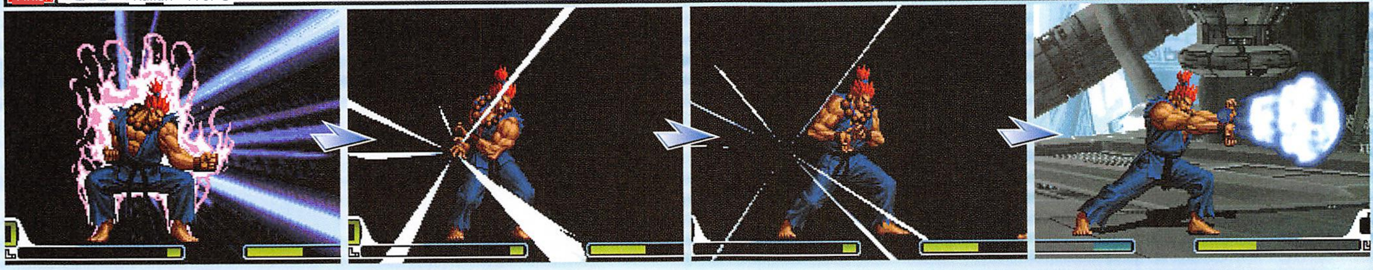
Dm:30×8 | C.Dm:32 | Stn:0
G.C:0 | Gd:※ | Cn:–



*Standing/Crouching (crouches if it hits near the feet

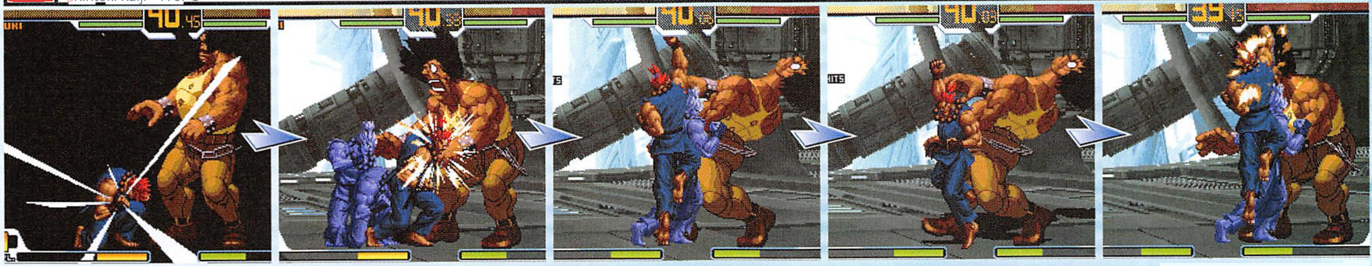
Super Destruction: Great Wave
Finishing Move Kaikin + A or C

Dm:30×8 | C.Dm:32 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:–



Super Destruction: Great Shoryuken
Finishing Move Kimōki Kaiji + A or C

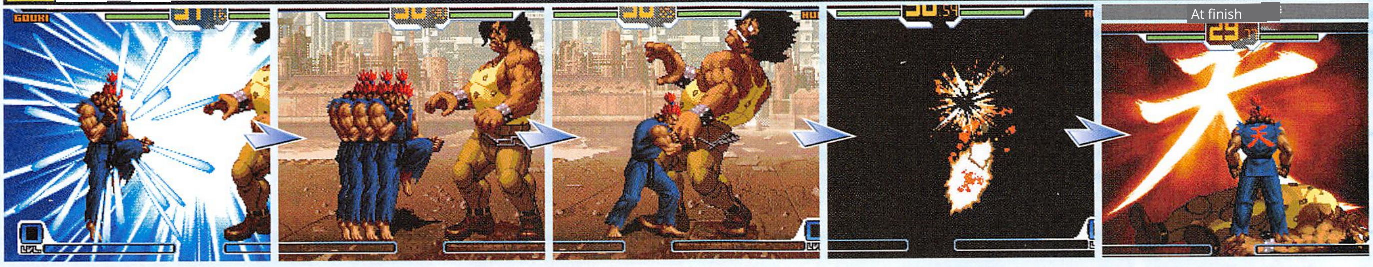
Dm:14×4+23×3 | C.Dm:※ | Stn:0 | G.C:2×4+2×3 | Gd: Standing/Crouching | Cn:–



※On the 1st–2nd ascents 15, on the 3rd ascent 24

EXCEL Shin Gokū Satsu
A·A·B·C

Dm:136 | C.Dm:136 | Stn:0 | G.C:0 | Guard: Throw | Cn:–



●Ashura Flash Void

A teleporting movement technique that leaves afterimages. Teleports forward with press of (forward), ◆ teleports backward with press of (back) using the gold input. The travel distance is longer when AC are pressed simultaneously. The moment it is performed and during the movement it is invulnerable to strikes and throws, but note that there is vulnerability after the movement ends.

●Hyakki Assault

Jump forward and from there you can perform four different follow-up moves. The strong version travels a longer distance. From immediately after the move starts, the character's feet are invulnerable.

● Hyakki Gōshō

A follow-up move from Hyakki Shū that, contrary to its appearance, can be guarded by crouching. The biggest characteristic of this move is that it can hit opponents even when they are launched with no hitstun (knockback without hitstun), so crouching D → From Hyakki Shū to Hyakki Gōshō, a combo string can be established.

● Hyakki Gōjin

A follow-up move from Hyakki Shū that can also be guarded by crouching. If it hits at a low point, it can be linked into ground attacks.

● Hyakki Gōzan

A follow-up move from Hyakki Shū that is a low sliding attack.

● Hyakki Gōsai

A follow-up move from Hyakki Shū in which the opponent's neck is grabbed and they are slammed down as a throw. It can throw opponents both on the ground and in the air, making it very powerful, but it cannot grab during the initial jump-start motion.

● Tenma Gōzan Air

A super special move that fires a huge ki projectile from the air. If it hits near the opponent's feet, it will be considered a low attack.

▶ Mettatsu Gō

A move that launches a huge ki projectile. The strong version travels faster than the weak version. Its main use is in combos; at the corner of the screen it can be followed up after a hit.

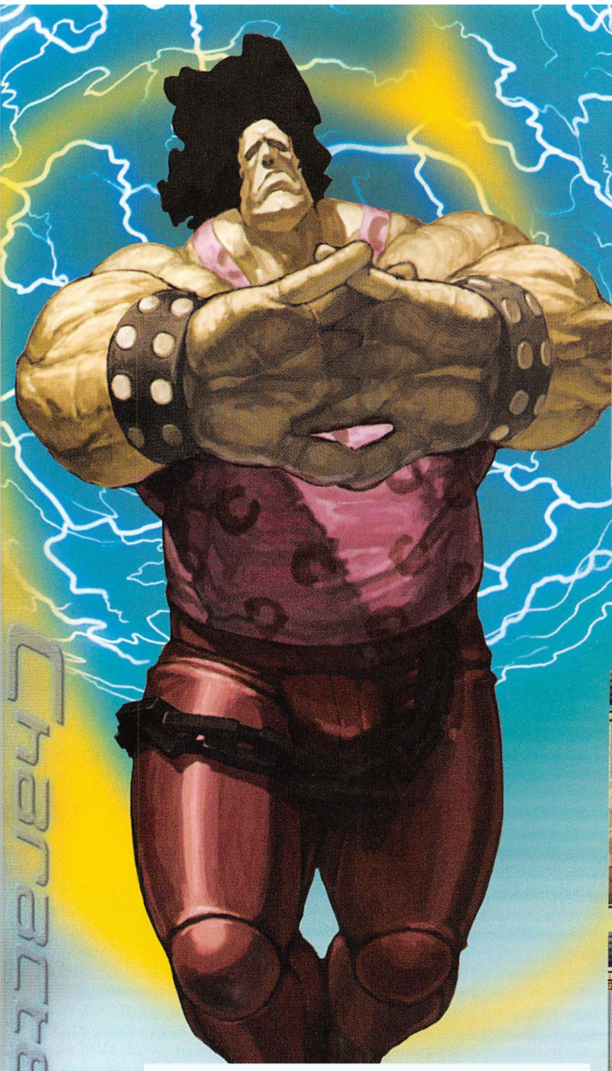
● Mettatsu Gō Shōryū

While moving forward, performs the Rising Dragon Punch three times. It comes out quickly enough to chain from a light attack, and remains invincible even after the attack hitbox appears, making it easy to use as a counter.

●Shungokusatsu (Instant Prison Kill)

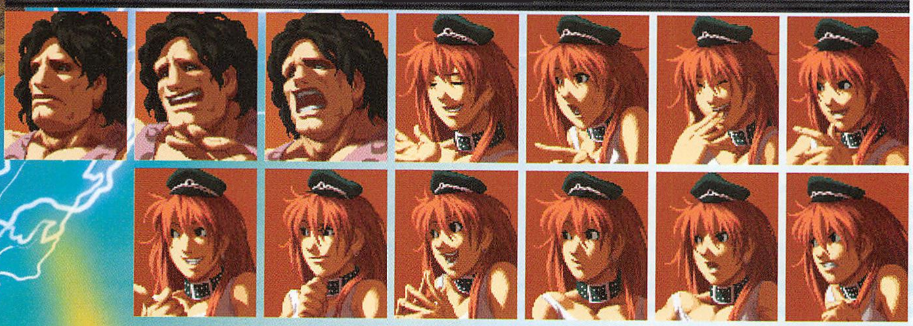
After the screen darkens, he glides smoothly to move, grabs the opponent, and this triggers a moving throw. Even if used at point-blank range, after the screen darkens the opponent can avoid it by jumping, but it still has invincibility after movement and its startup is quick. It can be incorporated into combos after a few light attacks, so those confident in their inputs should give it a try.

Hugo

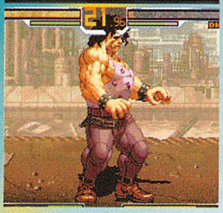


A professional wrestler who joined from the "Street Fighter III" series. His overly massive body is a drawback, but he excels at close-range combat due to his powerful command throws. Endure until you can close the distance and then finish the opponent without missing the opportunity.

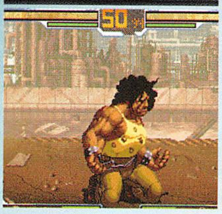
Face Pattern



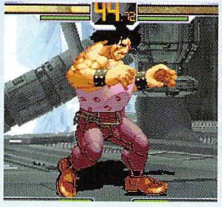
AC Button Color



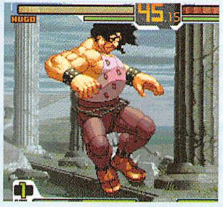
BD Button Color



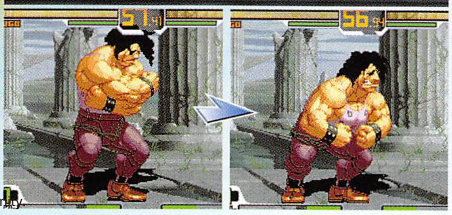
Front Step



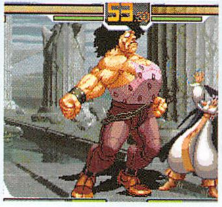
Backstep



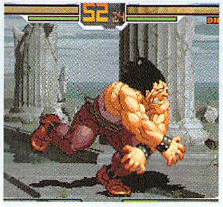
Taunt



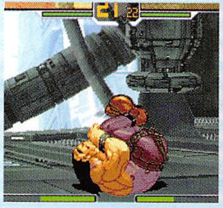
Throw Escape



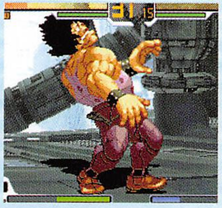
Usually throw failed



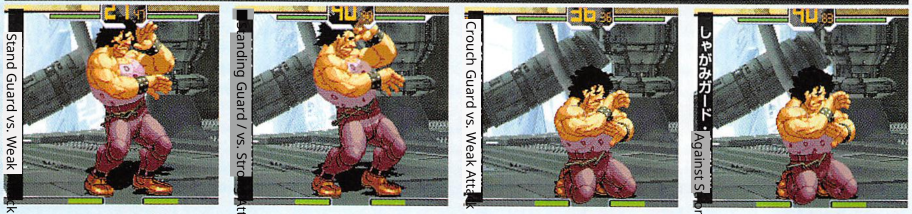
Get-up



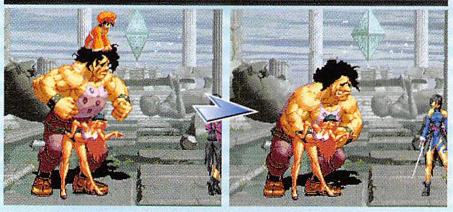
Guard Crush



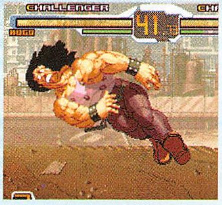
Guard


Stand Guard vs. Weak ck
anding Guard / vs. Stro ttacks
Crouch Guard vs. Weak Attack
しゃがみガード・Against S ng Attacks

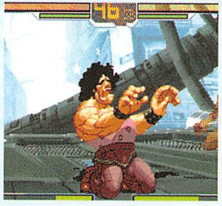
Intro Scene



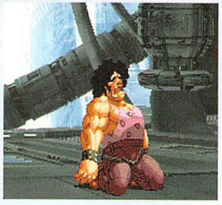
Spiral Knockback



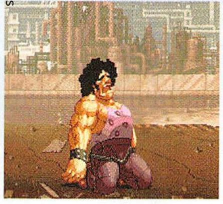
Unconscious



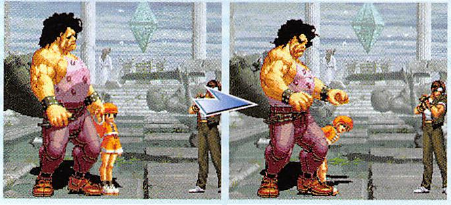
Defeated by Scrape



Loss by timeout

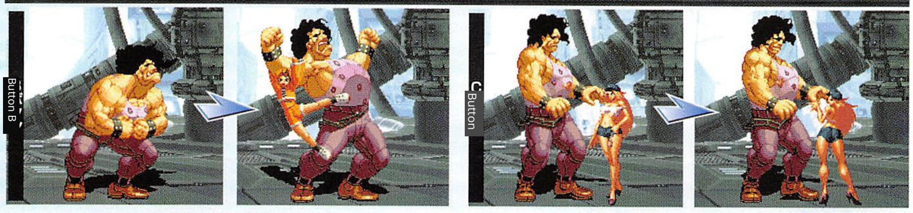


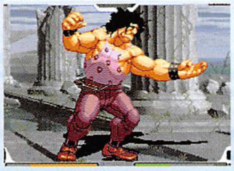
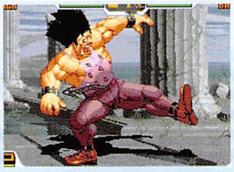
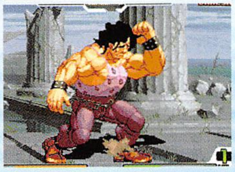
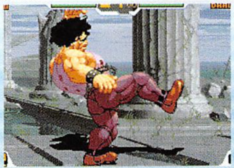
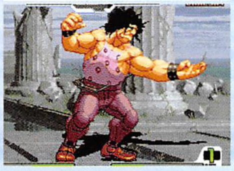
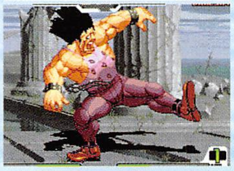
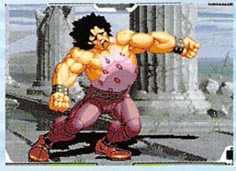
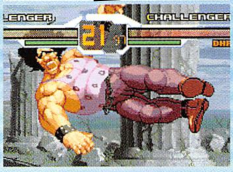
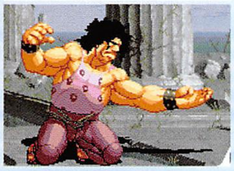
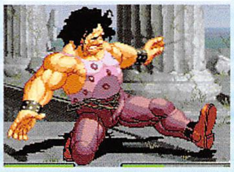
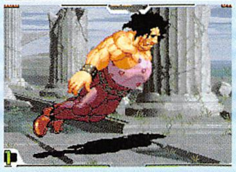
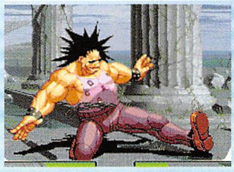
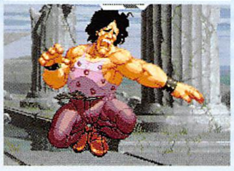
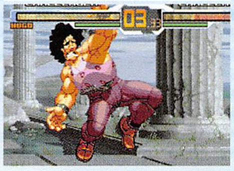
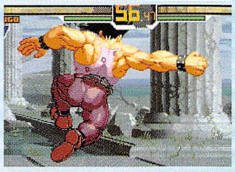
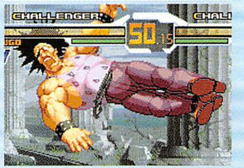
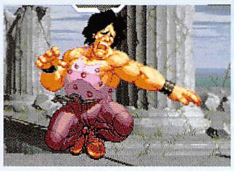
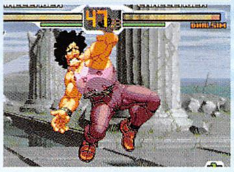
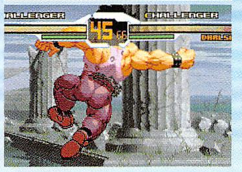
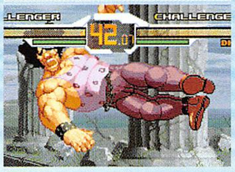
Intro Scene (vs. Specific Characters)



*Exclusive to certain characters (Kyo, Mr. Karate, Ryo, Choi)

Victory Pose


Button B
C Button

	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing/Crouching Cn: Link 	Dm:7 C.Dm:8 Stn:7 G.C:7 Gd: Stand/Crouch Cn:× 	Dm:20 C.Dm:31 Stn:20 G.C:16 Gd: Standing Cn:× 	Dm:14×2 C.Dm:18 Stn:11x2 G.C:9x2 Guard: standing/crouching 
Long-range standing attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand/Crouch Cn: chain 	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd:Stand/Crouch Cn:× 	Dm:24 C.Dm:34 Stn:24 G.C:24 Gd: Standing/Crouching Cn:× 	Dm:24 C.Dm:31 Stn:24 G.C:24 Gd: Stand Cn:× 
Crouching attacks	Dm:3 C.Dm:4 Stn:3 G.C:3 Gd: Standing/Crouching Cn: Chained Special 	Dm:7 C.Dm: 8 Stn:7 G.C:7 Gd: Crouch Cn:× 	Dm:24 C.Dm:34 Stn:24 G.C:24 Guard: standing/crouching Cn:x 	Dm:24 C.Dm:32 Stn:24 G.C:16 Gd: crouch Cn:× 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Stand Cn:× 	Dm:24 C.Dm:31 Stn:22 G.C:16 Gd: Standing Cn:× 	Dm:24 C.Dm:31 Stn:22 G.C:16 Gd: Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:× 	Dm:8 C.Dm:9 Stn:8 G.C:8 Gd: Stand Cn: hit 	Dm:24 C.Dm:31 Stn:22 G.C:16 Gd: Stand Cn:× 	Dm:24 C.Dm:31 Stn:22 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Crouching A has long reach, can be rapidly repeated, and is cancelable into special moves. Crouching B is a low attack with little recovery. If it lands at point-blank range, the fastest command throw becomes a combo. Also, crouching D has strong hit properties and is a low attack that can cause a knockdown. Close standing C is a mid attack, so together with crouching B it can force a two-way guess. On hit it induces a knockdown that prevents wake-up, allowing you to continue the same offense again.

Normal Jump Attacks

Jump A is strong horizontally, so when performed on the ascent it becomes a reliable anti-air. Forward jump B has long active frames and strong downward hitboxes. And forward jump C, while slow to start, has long horizontal reach and deals high damage. It is suitable for attacking while jumping over the opponent's projectiles.

Throws / Special Moves / Other

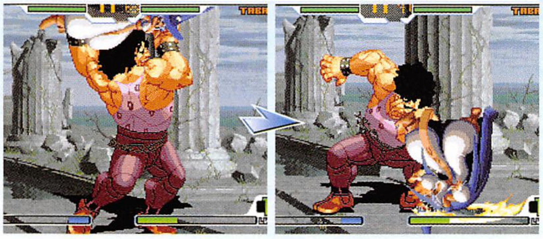
The key point of the AB throw is that it cannot be tech-rolled. ➡+A has extremely long reach and its hitbox extends to a very high position, so you want to use it to prevent jumping and to punish whiffed opponent moves. +B is a mid attack. It has fast startup and is hard to read, but it has large recovery and is dangerous if blocked. In the air, +C can be used to attempt an overhead/meaty, but it rarely hits most characters if they are crouching.

By the way, it can also be performed during a backstep.

Throw **Body Slam**

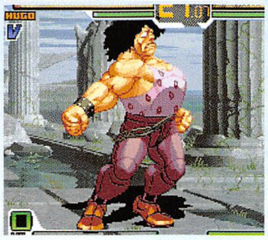
Approach and press A and B simultaneously

Dm:24 C.Dm:24 Stn:0 G.C:0 Gd:throw Cn:×



Guard Cancel Attack

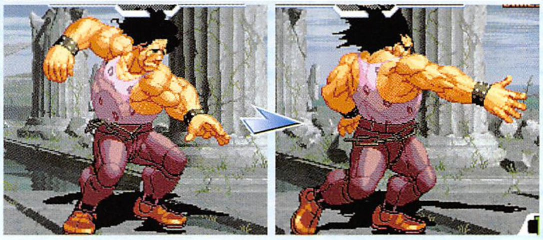
Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Standing/Crouching Cn:×



special **Slap**

➡+A

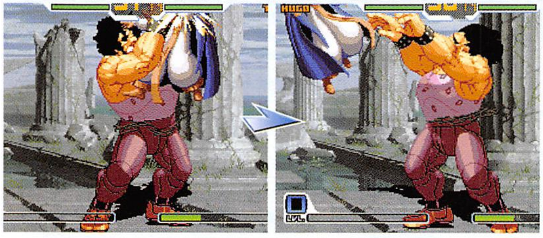
Dm:20 C.Dm:26 Stn:16 G.C:9 Gd: Standing/Crouching



Throw **Neck-Hanging Tree**

Close in and press C and D simultaneously

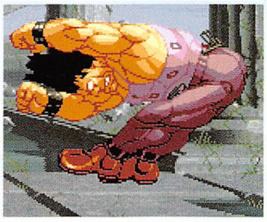
Dm:3×5 C.Dm:3 Stn:0 G.C:0 Gd:throw Cn:×



[Special] **Hip Press**

➡+B

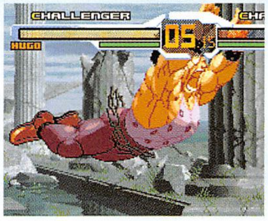
Dm:22 C.Dm: 28 Stn:18
G.C:16 Gd: Stand Cn: (type)



[Special] **Body Press**

In the air, press

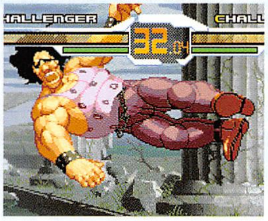
Dm:22 C.Dm:30 Stn:18
G.C:18 Gd: Stand Cn:×



special **Moving Dropkick**

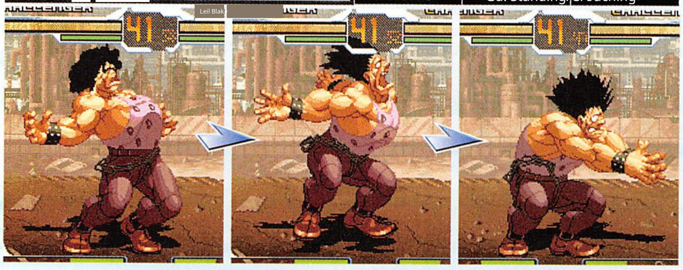
A or ➡D

Dm:24 C.Dm:30 Stn:18
G.C:24 Gd: Stand Cn:×



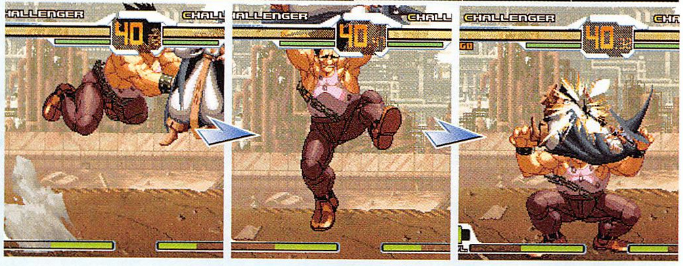
Giant Palm Bomber

||Special Move|
↓ Gold + A or C
Damage: 14.16 Counter Damage: 18 Stn:10
G.C:10 Gd: Standing/Crouching Cn: do



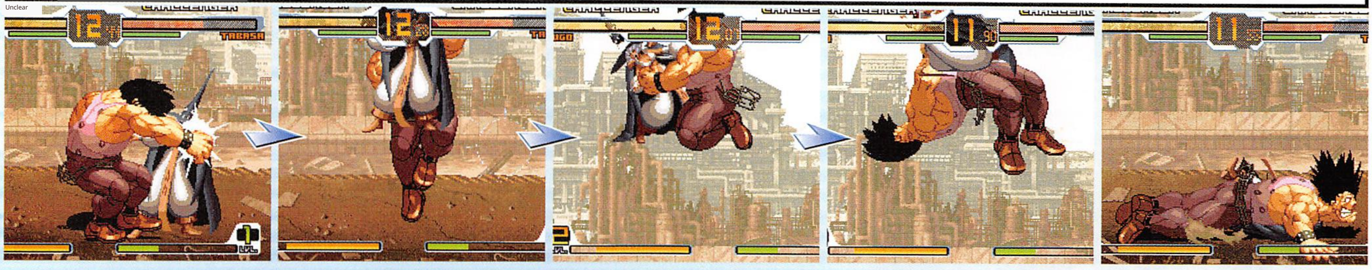
Shoot Down Back Breaker

||Special
→↓ Gold + B or D
Damage: 12×2 C.Dm:12 Stn:0
G.C:0 Gd:throw Cn: do



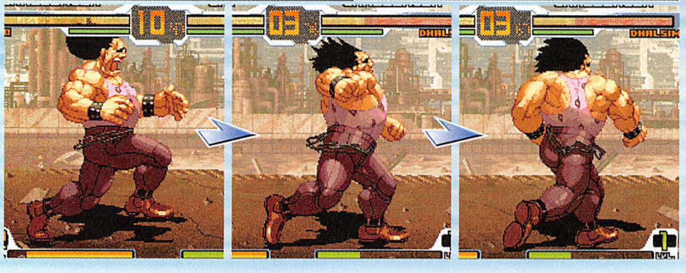
Moonsault Press

||Special Moves|
Close in and rotate the lever c
Dm:44・46 C.Dm:44・46 Stn:0 G.C:0 Guard: Throw Cn:−
Unclear



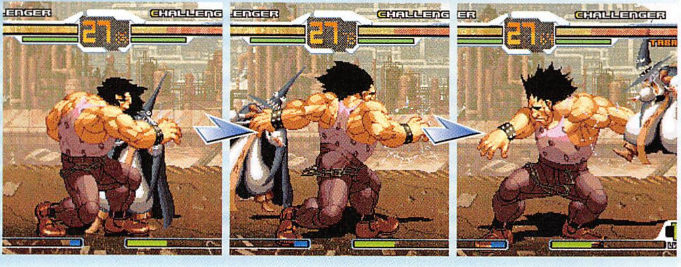
Monster Lariat

||Special Moves|
↓↘→+BorD
Dm:24 C.Dm:28 Stn:16
G.C:16 Gd: Standing/Crouching Cn:と



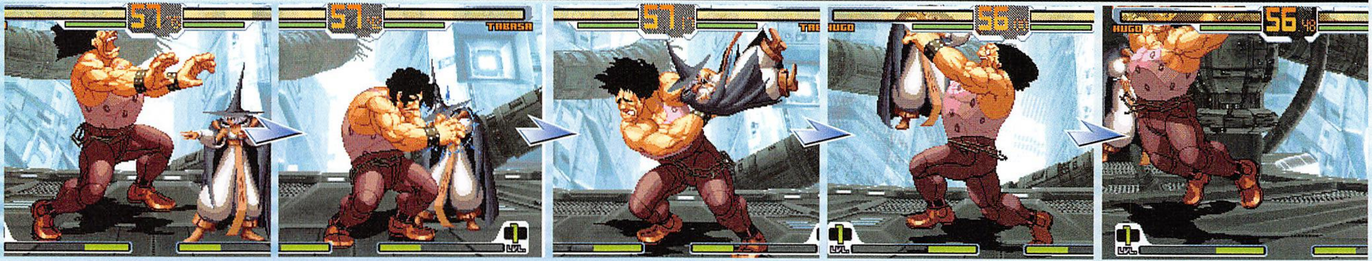
Ultrathrill

"Special Move|
Approach→↘↓↙←+BorD
Dm:13 C.Dm:13 Stn:0
G.C:0 Gd: Throw Cn:−



Meat Smasher

|Special
One full lever rotation + B or D
Dm:29 C.Dm:29 Stn:0 G.C:0 Guard: Throw Cn:−



●Giant Palm Bomber

A two-handed move that crushes the opponent. It has a short recovery, and after a hit you are on advantage. The weak version starts up earlier, but on hit it only links into roughly crouching A+A. The strong version has slower startup but shorter recovery; it can also link into moves like Weak Giant Palm Bomber, and if blocked it still guarantees this throw even if the opponent performs a GC Front Step. It's recommended to incorporate the strong version into strings and follow up after a block with close standing C or crouching B to keep pressure. From far away, using the weak version to build the power gauge is also good. ● Shoot Down Back Breaker

Weak (short) jumps a short distance, while Strong (long) jumps a longer distance to grab an opponent in the air and execute a back breaker. It seems usable as an anti-air, but its hitbox is weak, so you should predict the opponent's jump in advance

You need to perform it by releasing (the input). The landing vulnerability is surprisingly small, making it hard for an inexperienced opponent to punish. Use the strong attack as a means to close in, and mix in various command throws on landing — this is quite powerful. After it connects, the distance will separate, so from a front step into a forward big jump, try to dive in aiming to hit with the tip of Jump A. ● Moonsault Press

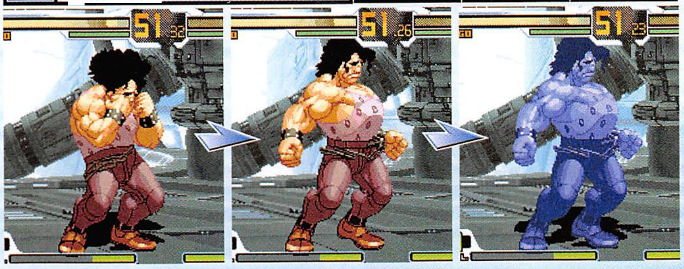
Grab the opponent, leap up, and deliver a powerful body press—this is a command grab. The strong version deals more damage. It can be performed with a 3/4 lever rotation, but note that the final input can only be ← or ↑ or →. The grab detection occurs the moment the move activates. Its range is slightly wider than the Ultra Thru described later, and after landing a crouching B at a distance a little farther than point-blank, 124

Can be grabbed. The spacing after the move is also close, allowing for a wake-up attack, so ideally all command throws when you have no power gauge should be this move. However, if you try to set it up from a front step and input ↑(direction), you will make a large jump without the preparatory motion, making it hard to perform. The trick is to input it during some kind of recovery and then execute it with A or C. ● Monster Lariat

Rush forward and deliver a powerful lariat. If the opponent is nearby, the attack hitbox activates immediately; if they are farther away, the weak version advances about half the screen before attacking, while the strong version advances about a full screen before attacking. The attack's hitbox is high and can sometimes hit an opponent just as they begin to jump, but it usually misses against crouching opponents and, if blocked, leaves a large opening.

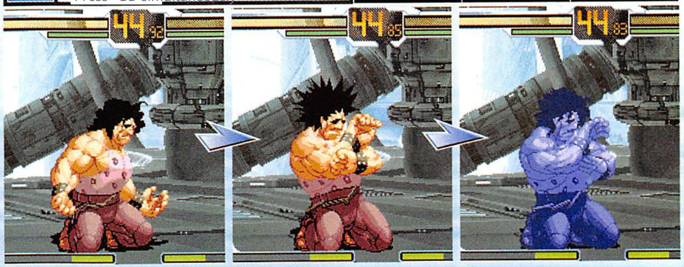
Special Move Previous Paragraph Blocking
Press +AC simultaneously

Dm:0	C.Dm:0	Stn:0
G.C:0	Gd:—	Cn:—



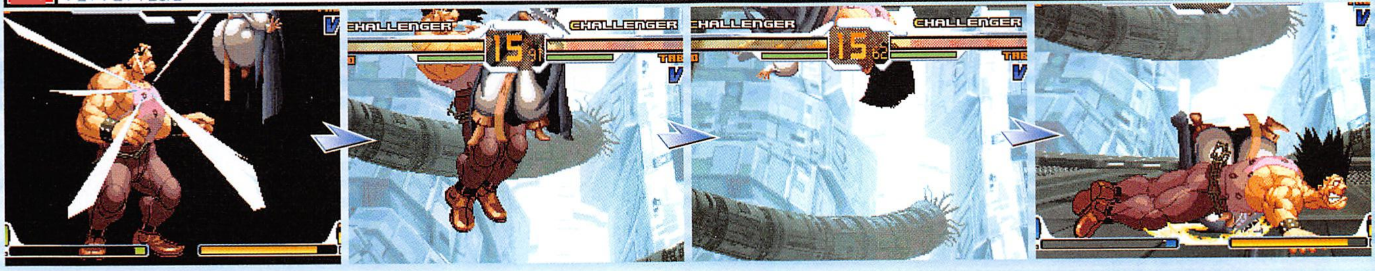
Special Move Next-segment blocking
Press +BD simultaneously

Dm:0	C.Dm:0	Stn:0
G.C:0	Gd:—	Cn:—



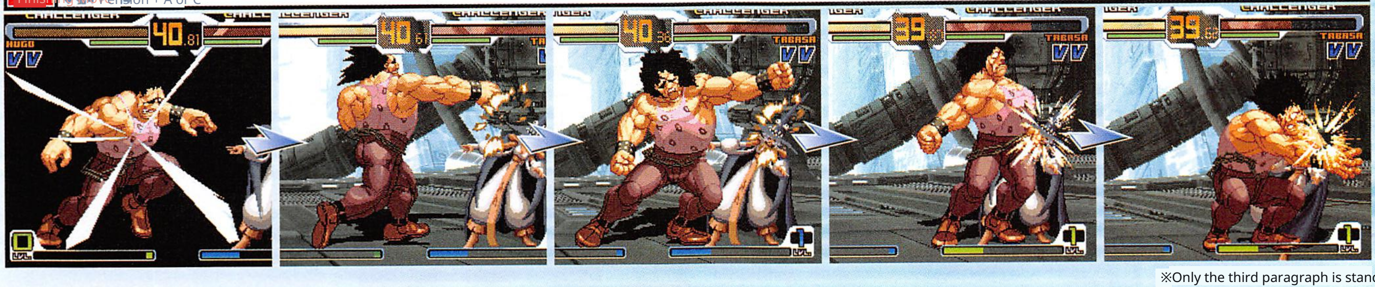
Super Finishing Move Megaton Press
+BorD

Dm:56	C.Dm:56	Stn:0	G.C:0	Gd:throw	Cn:—



Super Finishing Move Hammer Mountain
Pension + A or C

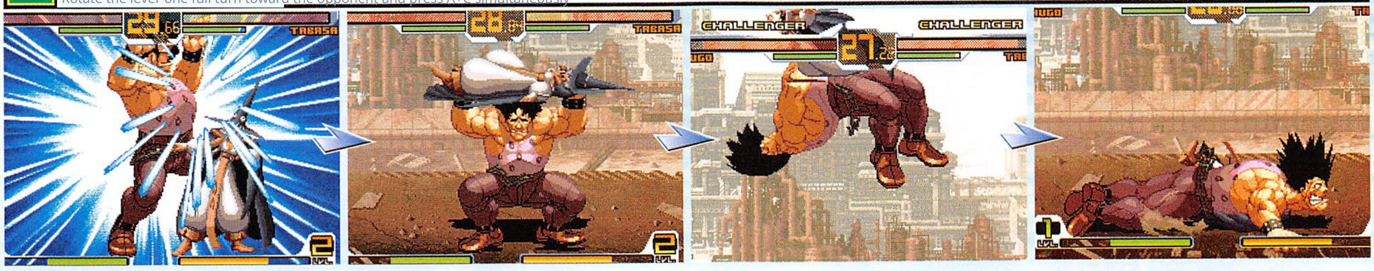
Dm:14×5	C.Dm:18	Stn:0	G.C:2×5	Gd:※	Cn:—



※Only the third paragraph is standing; the others are stan

EXCEED Gigas Breaker
Rotate the lever one full turn toward the opponent and press A+C simultaneously

Dm:48×3	C.Dm:48	Stn:0	G.C:0	Gd:throw	Cn:—



● Ultraslough

Grabs the opponent and throws them to the edge of the screen. Because the bounced opponent has a hitbox, follow-ups such as Megaton Press are possible. The throw range is slightly shorter than Moonsault Press, but a grab hitbox appears the instant it activates, and the command is simple. Try to set it up from a GC Front Step.

● Meat Smasher

A moving throw that seizes the opponent, carries them to the opposite screen edge, and slams them into the wall. Its movement speed is fairly fast, so it's good for surprise attacks from mid-range or for using it after a crouching A cancel in close combat. If the throw connects, you'll have the opponent pinned at the screen edge and can apply wake-up pressure.

● High-Block

Generates a guard point from the chest to around the knees to intercept an opponent's attack. It can be canceled only when it absorbs an attack, and only into a special move (cannot be canceled into a super special move). However, it takes time for the guard point to appear, and the initial startup is vulnerable, making it somewhat difficult to use. ● Low blocking

This is the low version of the aforementioned high blocking; a guard point appears from around the waist downward. It still takes time for the guard point to activate, but the feet are invulnerable at the start of the move. Also, the overall motion is shorter than that of the high blocking. ● Megaton Press

The difference is likewise only in the trajectory. It has a short invincibility window and is uns

However, there is absolutely no landing vulnerability.

● Hammer Mountain

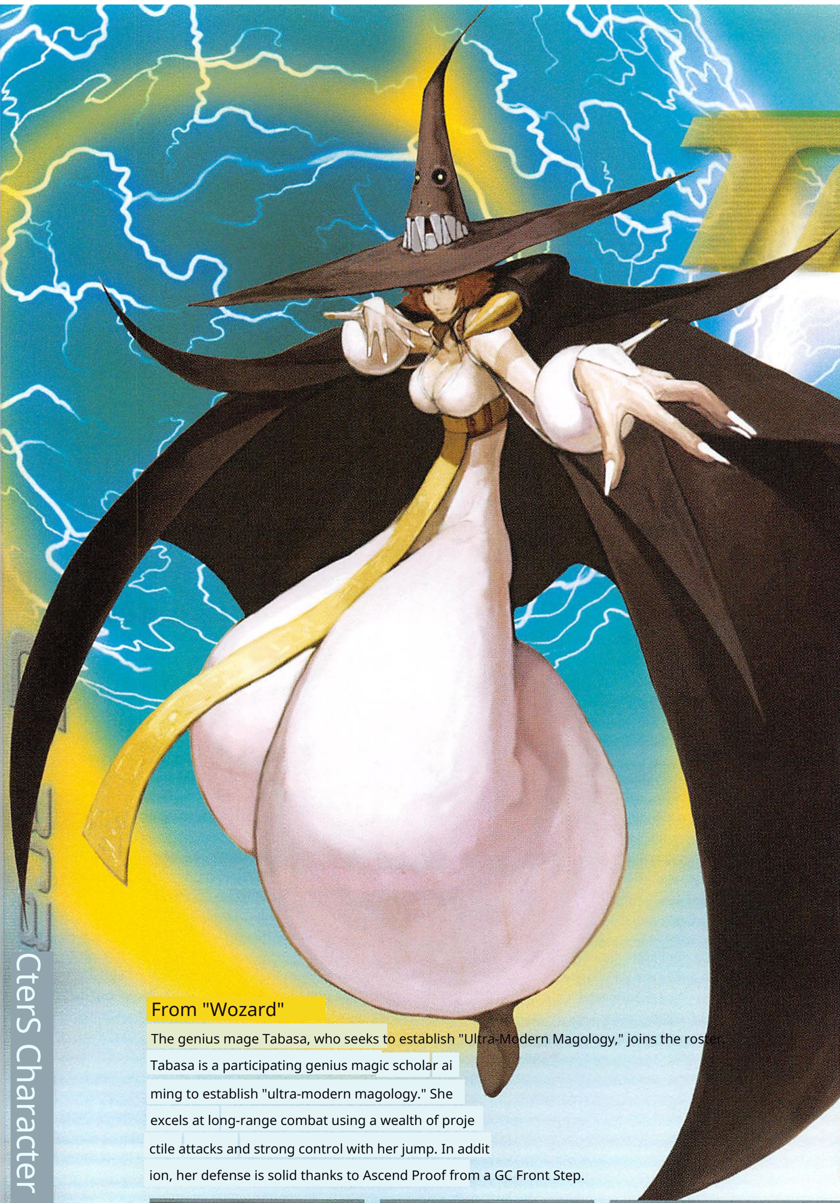
A technique that dashes forward while delivering five strikes. The third hit is a mid attack. The invincibility time is short, and on aerial hit only the first hit connects, but the first hit has fast startup and long reach, making it effective in combos and for counterattacks. Also, holding the button extends the running distance before the attack, but if you keep running, after a certain time you will stop without performing the move. ● Gigas Breaker

An enhanced version of the Moonsault Press. Its range is slightly greater, and it can catch the opponent even after close-range crouching A into crouching B. Its damage is very large, so make sure to land it reliably.

In the enhanced version, Shootdown Back Breaker with weak and strong

TABASA

Tabasa (Tabasa)

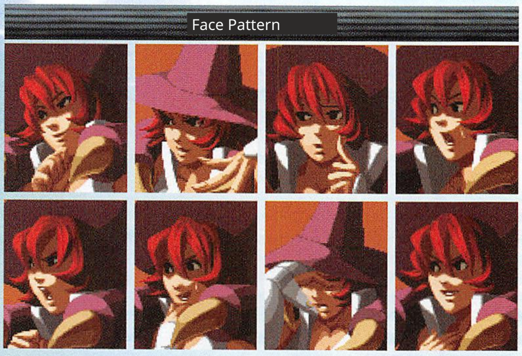


From "Wozard"

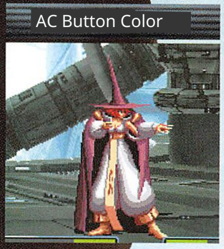
The genius mage Tabasa, who seeks to establish "Ultra-Modern Magology," joins the roster.

Tabasa is a participating genius magic scholar aiming to establish "ultra-modern magology." She excels at long-range combat using a wealth of projectile attacks and strong control with her jump. In addition, her defense is solid thanks to Ascend Proof from a GC Front Step.

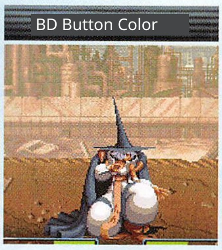
Face Pattern



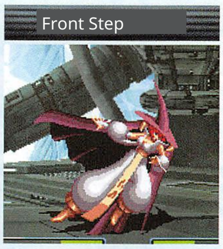
AC Button Color



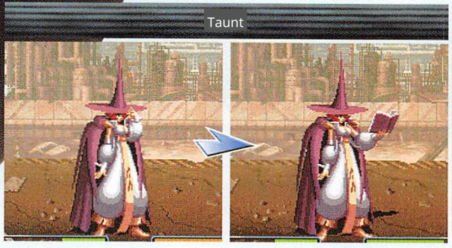
BD Button Color



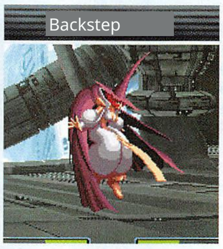
Front Step



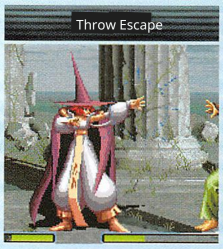
Taunt



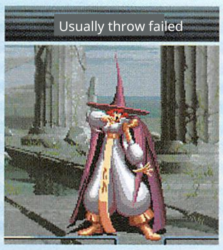
Backstep



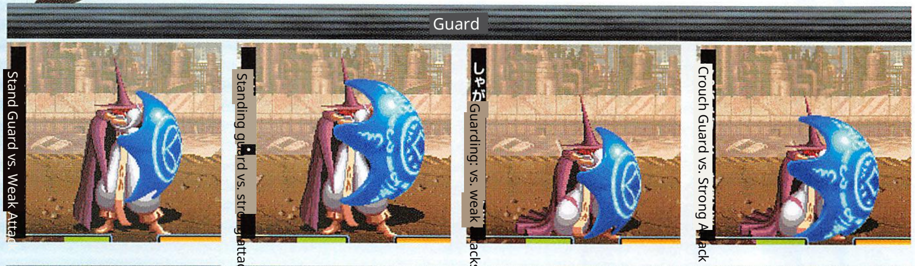
Throw Escape



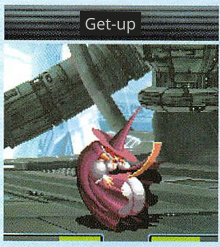
Usually throw failed



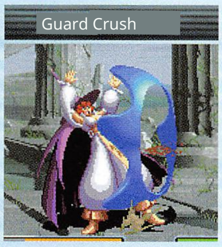
Guard


Stand Guard vs. Weak Attac
Standing guard vs. strong attacks
しゃがGuarding: vs. weak attacks
Crouch Guard vs. Strong Attack

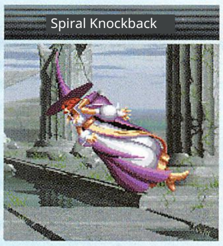
Get-up



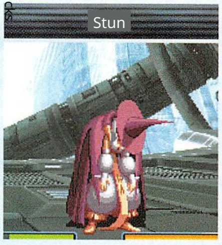
Guard Crush



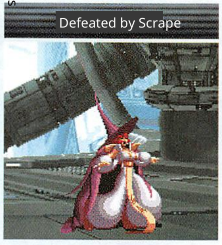
Spiral Knockback



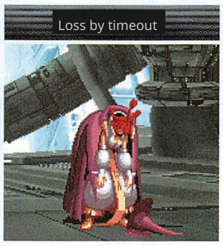
Stun



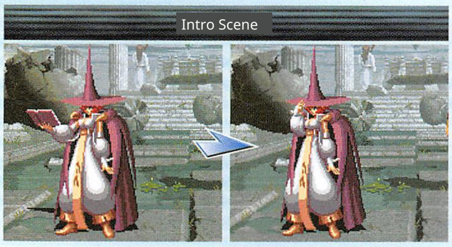
Defeated by Scrape



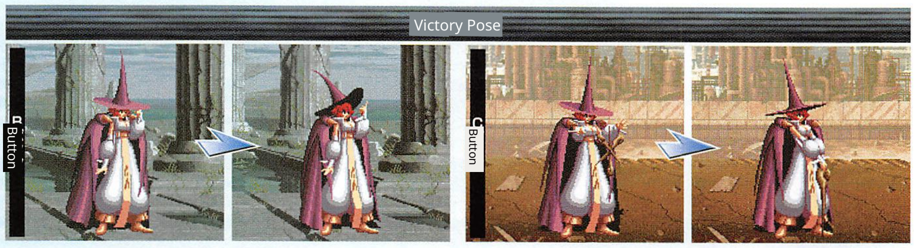
Loss by timeout



Intro Scene



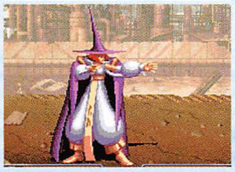
Victory Pose


B Button
C Button

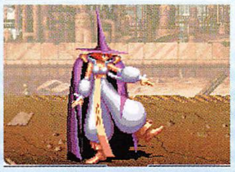
A button | **Button B** | **C button** | **D button**

Close-range standing attack

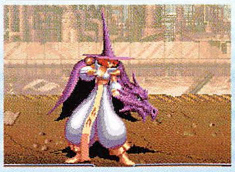
Dm:4×2 C.Dm:5 Stn:4×2
G.C:4x2 Gd: standing/crouching Cn: guaranteed on consecutive hits



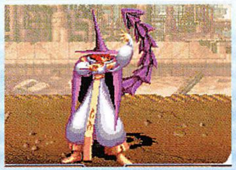
Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: Stand/Crouch Cn: special required



Dm:19 C.Dm:29 Stn: 17
G.C:16 Guard: Stand/Crouch Cn: Special must

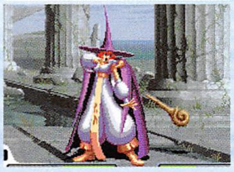


Dm:19 C.Dm:29 Stn:17
G.C:16 Guard: Stand/Crouch Cn: 特必

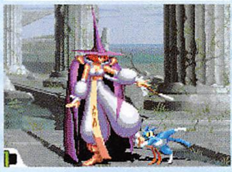


Long-range standing attack

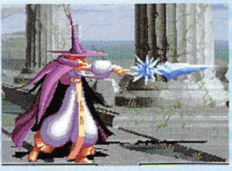
Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: standing/crouching Cn:×



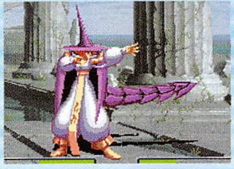
Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: Stand/Crouch Cn:×



Dm:19 C.Dm:29 Stn:17
G.C:16 Gd: standing/crouching Cn:×

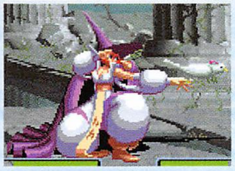


Dm:19 C.Dm:29 Stn:17
G.C:16 Gd: Standing/Crouching Cn:×

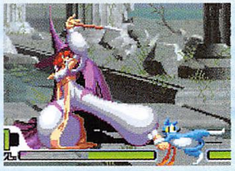


Crouching attacks

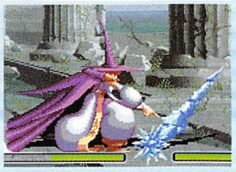
Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: Stand/ Cn: Link Special → Guaranteed



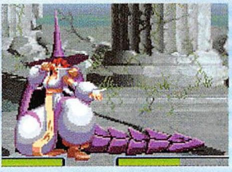
Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: crouch Cn:×



Dm:19 C.Dm:29 Stn:17
G.C:16 Gd: standing/crouching Cn:×

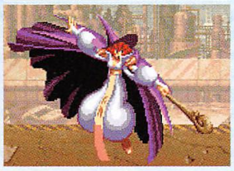


Dm:19 C.Dm:29 Stn:17
G.C:16 Gd: crouching Cn:×

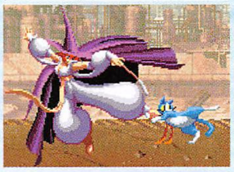


Vertical jump attacks

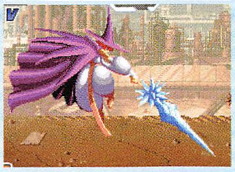
Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: Stand Cn:×



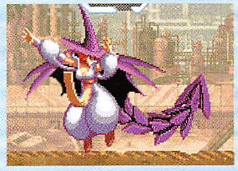
Dm:5 C.Dm:6 Stn:5
G.C:5 Gd:Standing Cn:×



Dm:19 C.Dm:29 Stn:17
G.C:16 Gd: Standing Cn:×

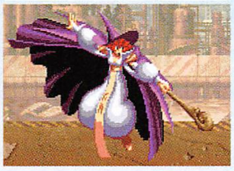


Dm:19 C.Dm:29 Stn:17
G.C:16 Gd: Stand Cn:×

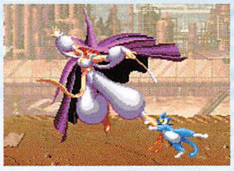


Diagonal jump attack

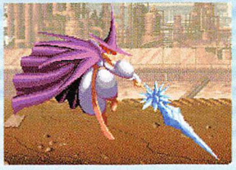
Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: Stand Cn:×



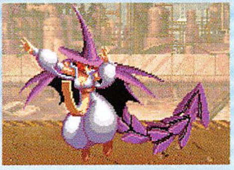
Dm:5 C.Dm:6 Stn:5
G.C:5 Gd: Stand Cn:×



Dm:19 C.Dm:29 Stn:17
G.C:16 Gd: Stand Cn:×



Dm:19 C.Dm:29 Stn:17
G.C:16 Gd: Stand Cn:×



Ground normal moves

Crouching A is easy to mash, making it useful in close-range combat. Far-standing D has excellent reach and long active frames. Also, crouching D is a long-reaching low attack that can knock down , while close-standing D comes out quickly and is strong upwards, so it can be used to start combos.

Normal Jump Attacks

The jump punch is strong horizontally at the start of its animation and becomes strong downwards once the attack finishes. On top of that, it's a powerful move that can also hit as an ambiguous cross-up. If you use it near the apex of the jump, it can deal with both air-to-air and air-to-ground situations.

Throws / Special Moves / Others

CD throws have the advantage of not being techable.

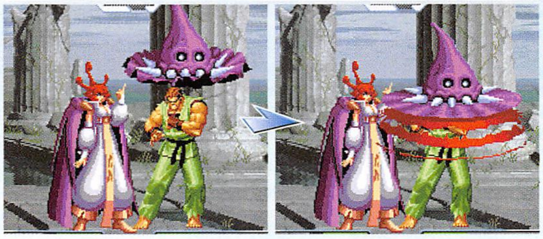
They throw the opponent in the opposite direction from you.

If you hold the special move ↓↗+C+C buttons, you will fly while remaining in the flask state. If you release the button, it will turn into an icicle at that moment. Also, if the flask hits the opponent's feet, it counts as a low attack. ↗+D is a move that launches the opponent into the air and allows for follow-up attacks. However, it has large recovery, so use it as part of a combo. In the air, ↓+D is a special projectile that sends a dove flying straight sideways. It comes out quickly, making it useful for air-to-air situations, and you can still fire other projectiles while it is active. Note that the dove is released at the moment you release the button, so you can change the timing by how long you hold the button. Also be careful: you cannot fire it again

Throw **Squash Hat**

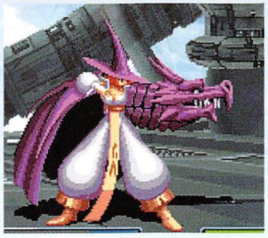
Approach and press A and B simultaneously

Dm:24 C.Dm:24 Stn:0 G.C:0 Gd:throw Cn: hit



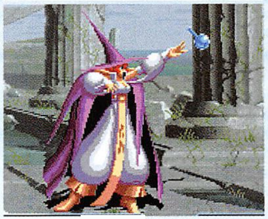
Guard Cancel Attack

Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Standing/Crouching Cn:×



special **Flask** ➡+C

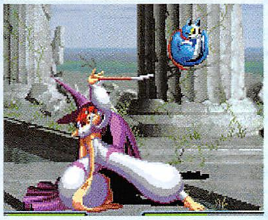
Dm:18 C.Dm:22 Stn:11
G.C:9 Gd:Stand/※Crouch Cn: do



※When it hits the opponent at their feet, it causes crouch

special **Wristive Kitten** ⬆+D

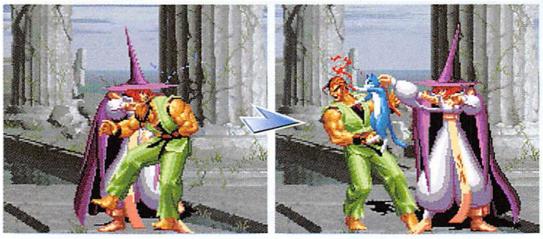
Dm:13 C.Dm:14 Stn:11
G.C:9 Gd: Standing/Crouching Cn: do



Throw **Kitun Scratch**

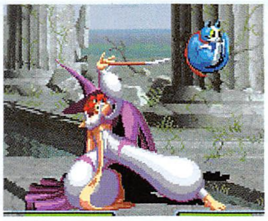
Close in and press C and D simultaneously

Dm:24 C.Dm:24 Stn:0 G.C:0 Gd:throw Cn:×



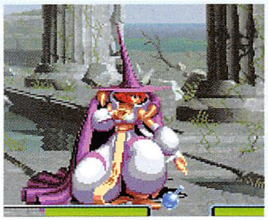
special **Haarflapper** ⬆+B

Dm:11 C.Dm:13 Stn:11
G.C:9 Gd: Stand/Crouch Cn: 必ど



special **Flask** ⬆+C

Dm:18 C.Dm:22 Stn: 11
G.C:9 Gd: Standing/※Crouching Cn: do

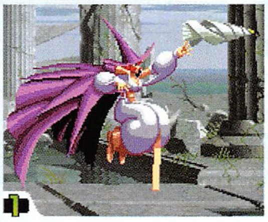


※ The flask body causes crouch

special **[Inroad Foul**

In the air +D (hold to charge)

Dm:18 C.Dm:22 Stn:11
G.C:16 Gd: Stand/Crouch Cn:×

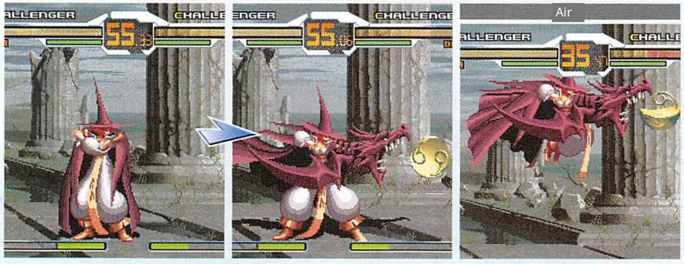


||Special Moves|

Chakra Wave

⬇ Gold + A or C (usable in air)

Dm:16 C.Dm:20 Stn:9
G.C:9 Gd: Standing/Crouching Cn:—

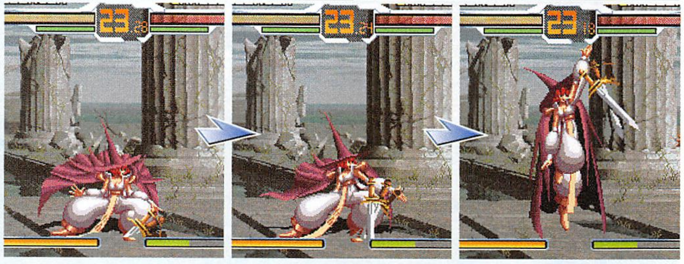


||Special Moves|

1 Reverie Sword

⬇⬇⬅+AorC

Dm:14x5 15x5 C.Dm:18-20 Stn:10×5
G.C:10x5 Gd: Standing/Crouching Cn:ど

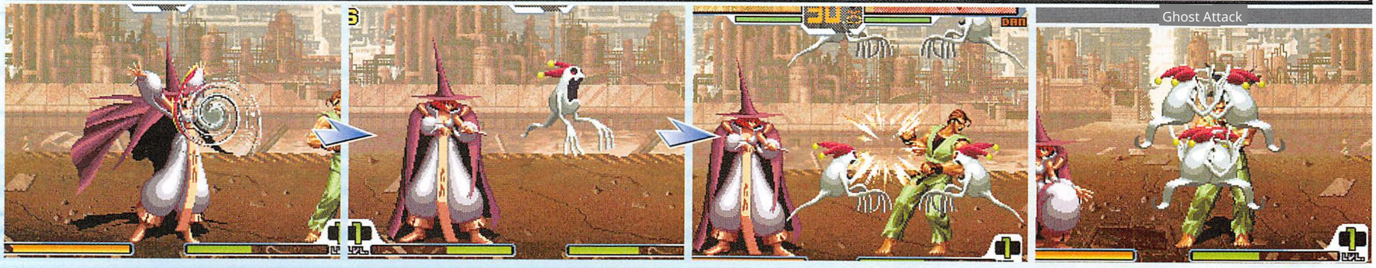


|Special Move|

Jamming Ghost

➡⬇⬇+BorD

Dm:15×4 C.Dm:20 Stn:10 G.C:10 Gd: Standing/Crouching Cn:—

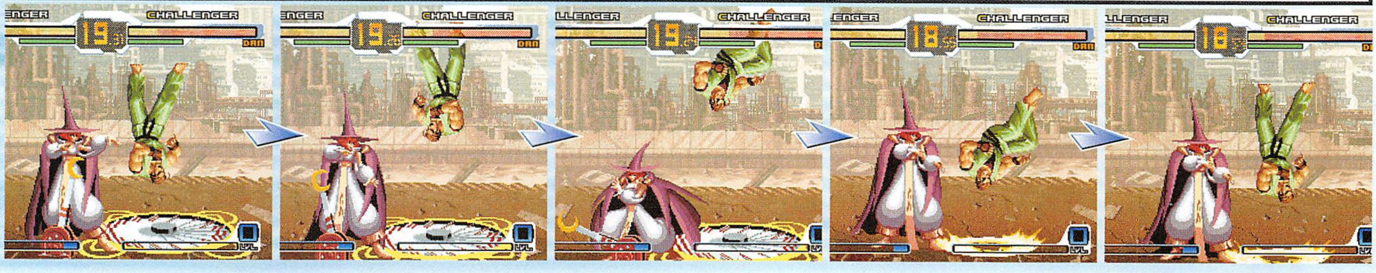


|Special Move|

]] Ascend Proof

Approach➡⬇⬇⬅⬅+AorC

Dm:30 C.Dm:30 Stn:0 G.C:0 Guard: Throw Cn:—

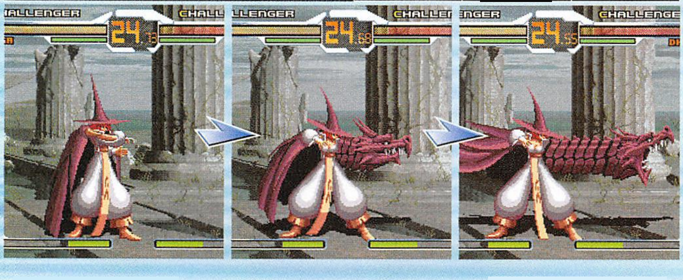


|Special Move|

]] Winder Fist

⬇⬇⬅+B or D

Dm:18 C.Dm:24 Stn:0
G.C:0 Gd: Standing/Crouching Cn:ど

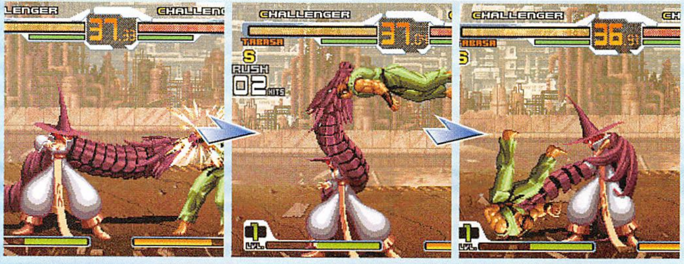


|Special Move|

シーズオンエネミー

ウインダーフィスト中に⬇⬅➡+BorD

Dm:0+13 C.Dm:0+13 Stn:0
G.C:0 Gd:立屈+ー Cn:ー



●Chakra Wave

The cloak transforms into the form of a dragon and fires ki-balls from its mouth. This projectile: the weak version comes out quickly but the projectile speed is slow; conversely, the strong version has slower startup but a faster projectile speed. It can also be used in the air, but after the move the user descends to the ground slowly, leaving a large recovery window. On both ground and air, the weak version has a slightly smaller recovery window. ●Reverie Sword

The sword appears, spins, and ascends. Both the weak and strong variants hit up to five times, with the strong version rising higher. After the weak variant hits, it can be followed up with jump attacks and similar moves. The user's posture is lowered at the start of the move, but there is no invincibility, so it is not suitable for anti-air purposes. Use the weak variant for combos only, as it deals greater overall damage including follow-ups.

● Jamming Ghost

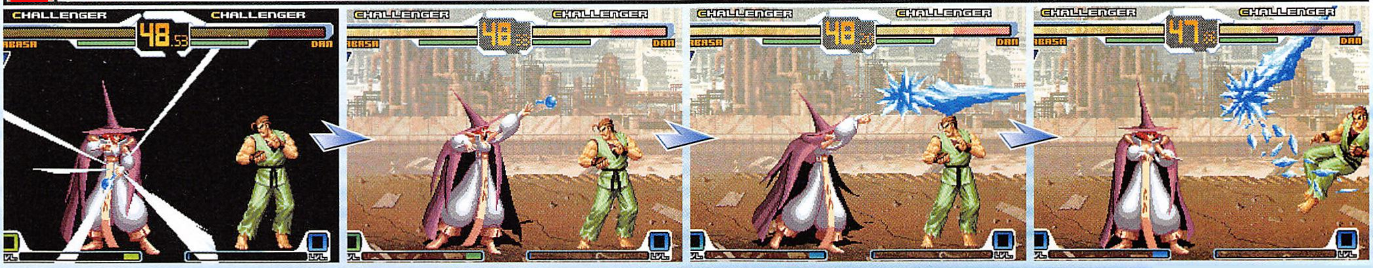
Summons a ghost and sends it toward the opponent. There is no difference between the weak and strong versions. The projectile travels slowly and the ghost has a large hitbox, so except for characters with high jumps, it cannot be jumped over — this is an advantage. After it hits, the ghost latches onto the opponent and, after a set time, attacks. This attack is a three-hit strike and can be avoided with invincible moves. Note that this move cannot be performed while Death Phenomenon hits and a cat-type bomb is attached to the opponent. In both the projectile state and the latched state, the ghost disappears the moment Tabasa takes damage. ●Ascend Proof

Generates a massive fan on the ground, lifting the opponent and slamming them into the ground with a throw. The range is short, but when the move is executed A grab hitbox appears for an instant, so it's powerful to go for it from a GC Front Step. Its failed animation is small, and even if the opponent escapes by jumping, they're less likely to be able to counterattack. After landing it, the opponent cannot take a recover roll, and if you summon a Jamming Ghost you can overlap it with the opponent's wakeup. From here a strong okizeme setup is possible (see Match Strategy). ● Winder Fist

This is a striking move that transforms the cloak into the form of a dragon and makes it bite. There is no difference between weak and strong versions. It has greater reach than far standing D, but if the opponent performs a GC Front Step you will be punished, so it is ideal to use it at the very edge of its range. Also, its startup is fairly quick, so canceling from a strong attack or a special move will allow it to hit consecutively.

Super Finishing Move Tricycle Edge
⬋⬇⬊➡⬋⬇⬊➡+AorC※

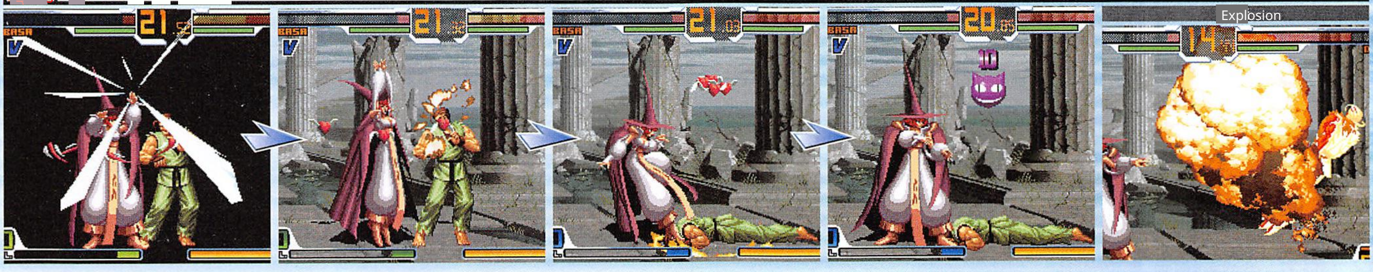
Dm:40×3 C.Dm:45 Stn:0 G.C:4×3 Gd:※ Cn:–



※Standing/Crouching (crouches if it hits near the opponen

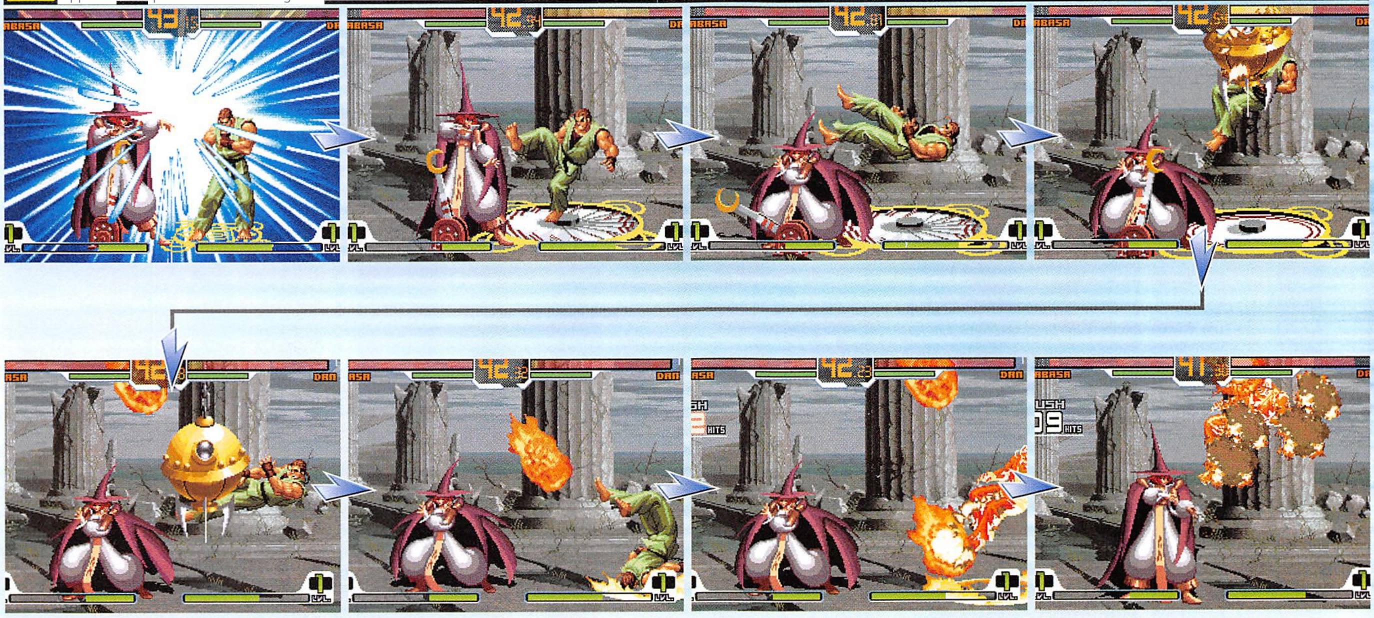
Killing Move Death Phenomenon
Gold Gold Gold + BorD

Dm:56 (Explosion 24) C.Dm:56 (Explosion 24) Stn:0 G.C:0 Gd:Standing/Crouching (Explosion G not)



EXCEED Meteo Fall
Approach and press Gold Stand Diagnose Gold Number Celebration Middle + AC simultaneous press

Dm: 96 (Meteor 8×11) C.Dm: 96 (Meteor 8) Stn:0 G.C:0 Gd:Throw (Meteor) Cn:–



●Season on Enemy

As an additional input move from Winder Fist, it makes the Dragon bite the opponent and then throws them. Although it hits consecutively from Winder Fist, its reach is short and it is prone to whiffing. If you want to incorporate it into a combo, you need to link it from close range, for example from close-stand D → Winder Fist. However, the move has a small recovery window, so even if it whiffs you are less likely to be punished. After it connects, the opponent cannot recover, so follow up aggressively—such as by deploying Jamming Ghost.

● Tricycle Edge

The flask is thrown, from which huge icicles appear in succession to the side, diagonally down, and diagonally up. There is no invincibility, but the startup is fast, allowing it to combo from a heavy attack or +B, and it can be used at the screen edge or in the air. If it connects at a high position, it hits three times. If you keep holding the button after the move, you throw the flask as is, but there is no hit detection. If you continue holding the button until it reaches the ground, the icicle becomes a low attack, and the hit pattern also changes to a straight horizontal and two diagonal-up hits. During the action you are in a state that can be counter-hit, but as long as you throw the flask the icicle will always appear.

● Death Phenomenon

Summons hearts around the user that rotate together and attack as a super special move. There is virtually no invincibility time, but the damage is high, so use +D to juggle into follow-up combos. After hitting, the opponent cannot perform a recovery roll, and a cat-shaped bomb attaches above the opponent's head; when the countdown reaches 0, an unblockable explosion strikes the opponent. However, if the opponent quickly moves at the moment of the explosion... If avoided by performing attacks that beat projectiles or by using invincible moves, they will

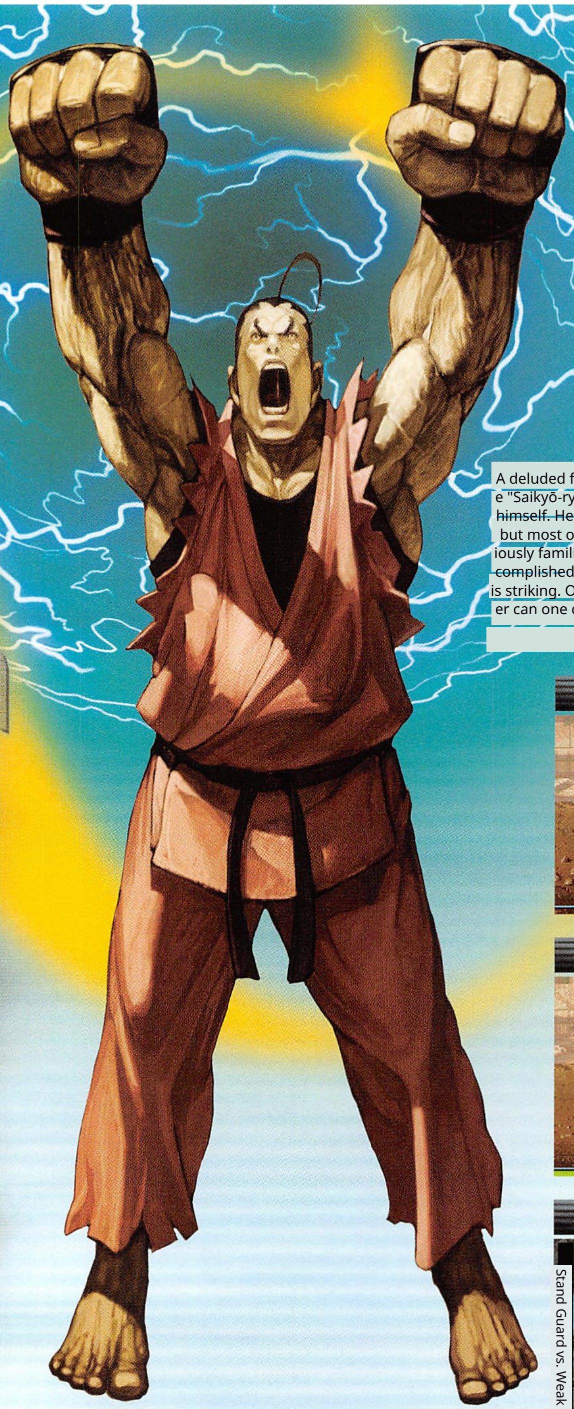
if the opponent's attack connects, the cat-shaped bombs will be destroyed.

● Meteor Fall

This is a throw that uses a fan to lift the opponent, drops weights, and then showers them with meteors. The grab hitbox appears the instant it activates, and its range is unusually large — it can connect even from over one character's distance. It deals very high damage and is an excellent move because it allows follow-up attacks. If it connects, you have effectively won the round, so never miss the opportunity. The number of hits is somewhat affected by the meteors' trajectories, but the overall power remains nearly unchanged. Even if it fails, it doesn't leave you open; rather than giving the opponent an advantage, you can start moving before their forced stop ends. Expect opponents to avoid it by jumping, so it's a good idea to input +D immedia

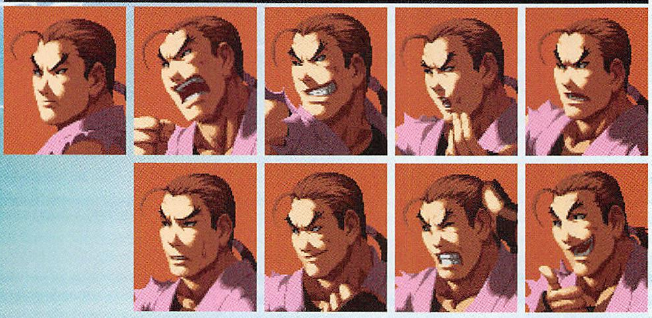
DAN HIBIKI

Firestarter Projectile

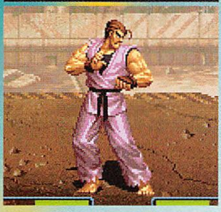


A deluded fighter who battles to spread the "Saikyō-ryū" (Strongest Style) he founded himself. He prides himself as the strongest, but most of the moves he uses look suspiciously familiar... The only thing he's truly accomplished is taunting, and the imbalance is striking. Only by winning with this character can one claim the true way of manhood.

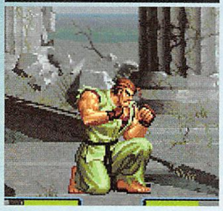
Face Pattern



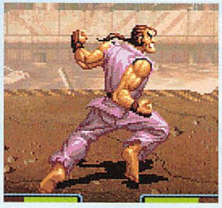
AC Button Color



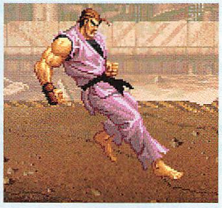
BD Button Color



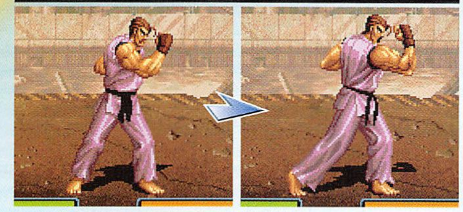
Front Step



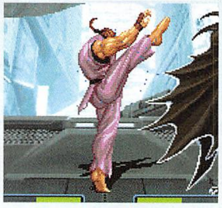
Backstep



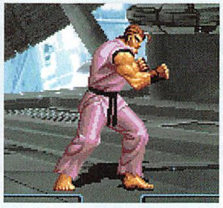
Taunt



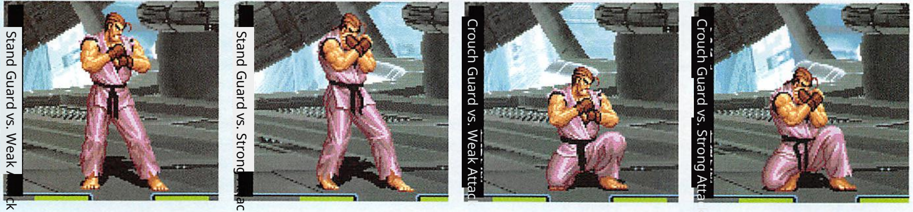
Throw Escape



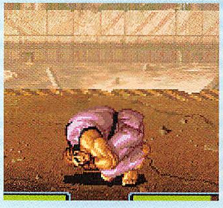
Usually throw failed



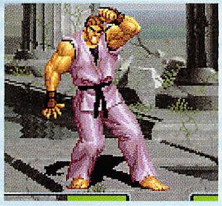
Guard


Stand Guard vs. Weak Attack
Stand Guard vs. Strong Attack
Crouch Guard vs. Weak Attack
Crouch Guard vs. Strong Attack

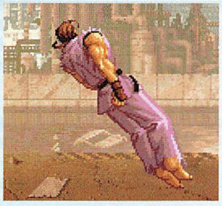
Get-up



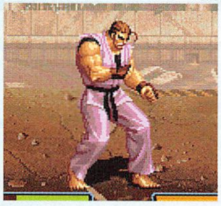
Guard Crush



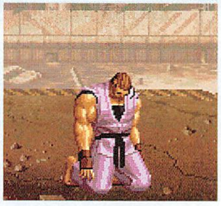
Spiral Knockback



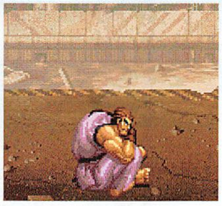
Unconscious



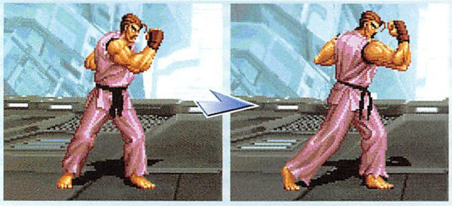
ク Countered by displacement (loss when shifted)



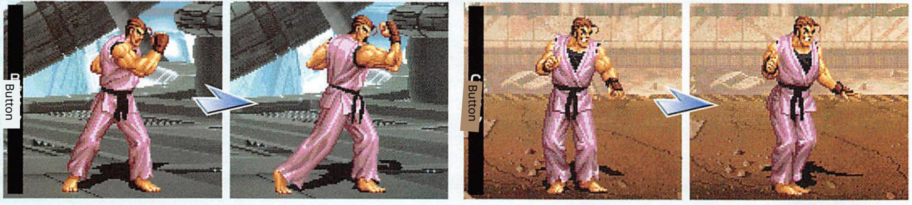
Loss by timeout

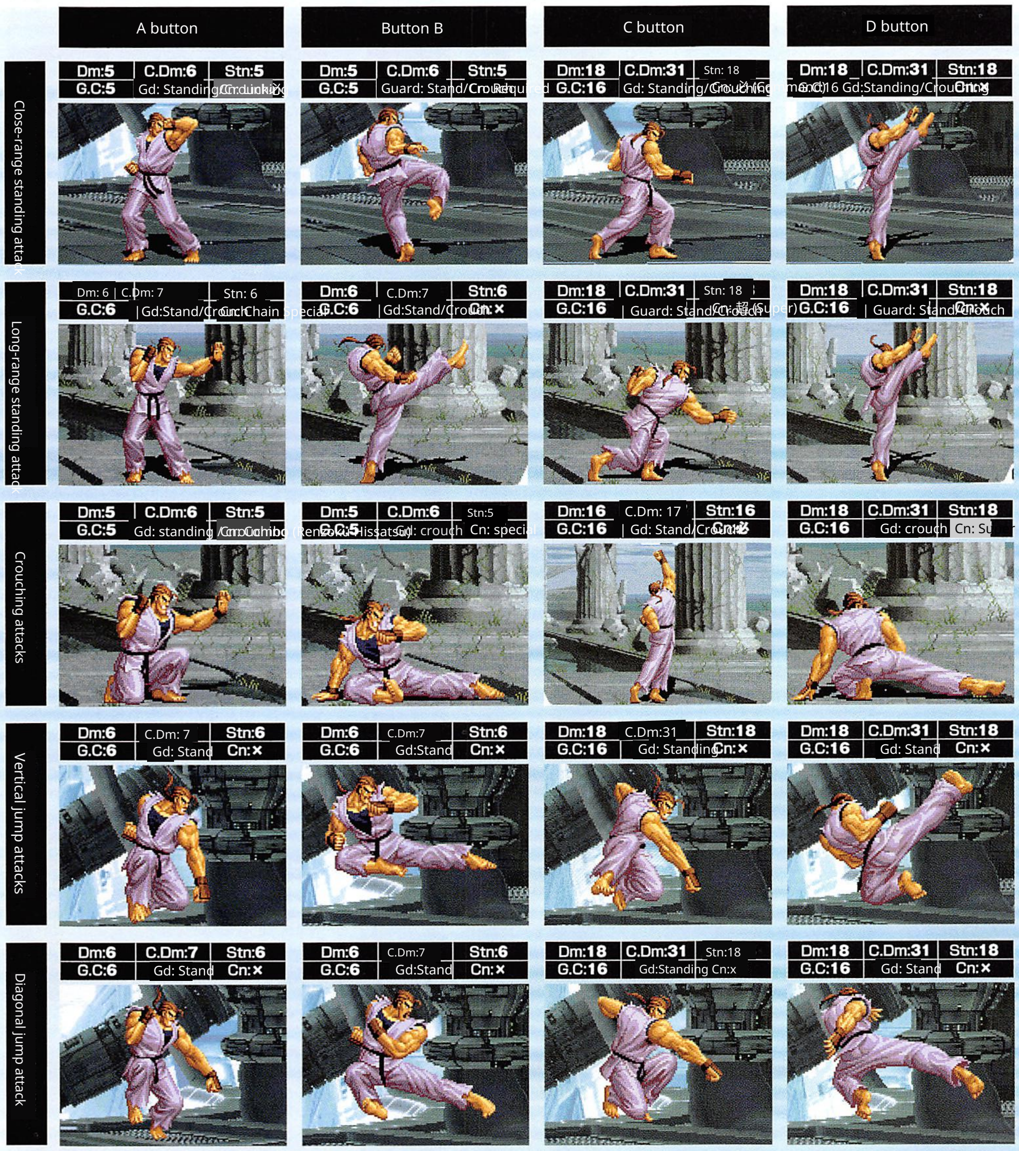


Intro Scene



Victory Pose


Button
Button



	A button	Button B	C button	D button
Close-range standing attack	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: Standing/Crouching Cn: Linking	Dm:5 C.Dm:6 Stn:5 G.C:5 Guard: Stand/Crouch Required	Dm:18 C.Dm:31 Stn: 18 G.C:16 Gd: Standing/Crouching Cn: 必 (Command)	Dm:18 C.Dm:31 Stn:18 G.C:16 Gd:Standing/Crouching Cn:×
Long-range standing attac	Dm: 6 | C.Dm: 7 Stn: 6 G.C:6 |Gd:Stand/Crouch Cn: Chain Special	Dm:6 C.Dm:7 Stn:6 G.C:6 |Gd:Stand/Crouch Cn:×	Dm:18 C.Dm:31 Stn: 18 G.C:16 | Guard: Stand/Crouch Cn: 超 (Super)	Dm:18 C.Dm:31 Stn:18 G.C:16 | Guard: Stand/Crouch Cn:×
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: standing /crouching Cn: Combo (Renzoku Hissatsu)	Dm:5 C.Dm:6 Stn:5 G.C:5 Gd: crouch Cn: special	Dm:16 C.Dm: 17 Stn:16 G.C:16 | Gd: Stand/Crouch Cn:必	Dm:18 C.Dm:31 Stn:18 G.C:16 Gd: crouch Cn: Su
Vertical jump attacks	Dm:6 C.Dm: 7 Stn:6 G.C:6 Gd: Stand Cn:×	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:×	Dm:18 C.Dm:31 Stn:18 G.C:16 Gd: Standing Cn:×	Dm:18 C.Dm:31 Stn:18 G.C:16 Gd: Stand Cn:×
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd: Stand Cn:×	Dm:6 C.Dm:7 Stn:6 G.C:6 Gd:Stand Cn:×	Dm:18 C.Dm:31 Stn:18 G.C:16 Gd:Standing Cn:x	Dm:18 C.Dm:31 Stn:18 G.C:16 Gd: Stand Cn:×

Ground normal moves

Although many moves have weak attack hitboxes, far standing B has a relatively strong hitbox and is easy to use. It is a core move usable not only for ground zoning but also as an anti-air at long range. Far standing D also falls into the category of strong hitboxes, so it can be used for zoning. Far standing C can be canceled into a super special move, but it is difficult to utilize. Crouching C has a strong hitbox when the arm is fully extended; if performed early, it can serve as a limited anti-air. Crouching D has large recovery but has the advantage of being able to cause a knockdown.

Use low crouching B in close combat. Use it for guard breaks and to start combos. Close standing C is a move used to link combos; even without canceling, its recovery is small.

Normal Jump Attacks

Jump B is a diagonal-downward, strong jump-in attack mainly used as a primary jump-in. Forward Jump C has a short active duration, but if timed early it can be used as an air-to-air. Use it interchangeably with the jump roundhouse, which has longer horizontal reach, depending on distance.

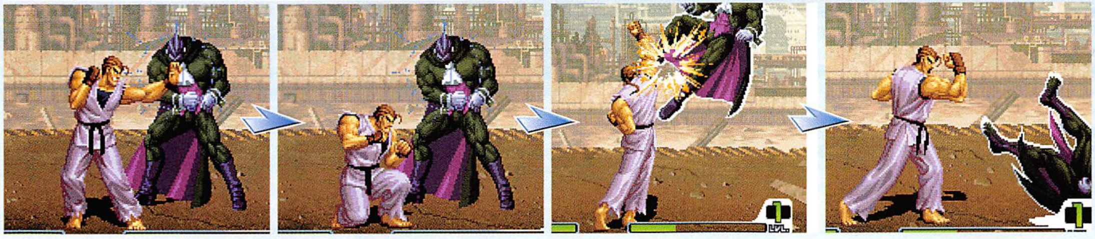
Throws / Special Moves / Others

AB throw grabs the opponent in front of you, while CD throw grabs them behind you; both allow the opponent to recover to a neutral state (tech). During the taunt pose after throwing there is a throwable state (attacks have no effect on this state), so finishing at the edge of the screen can allow some characters to counterthrow. Also, GC attacks have invulnerability from startup through activation, but if they are blocked they leave you at a slight dis

Throw Hanzuki

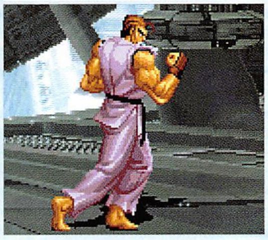
Approach and press A and B simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



Guard Cancel Attack

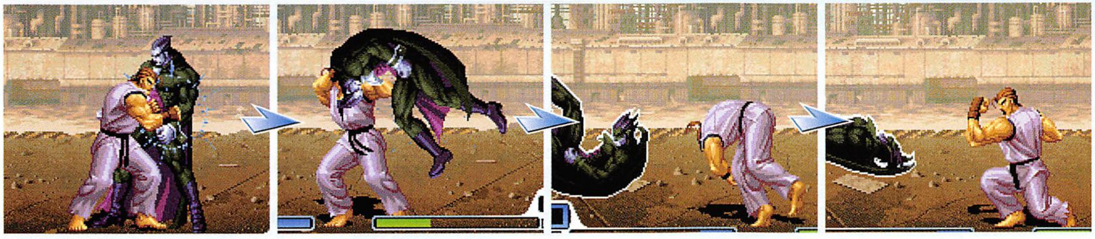
Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Standing/Crouching Cn:×



Throw Back throw

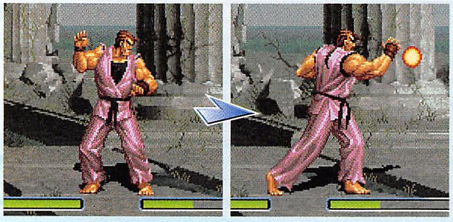
Close in and press C and D simultaneously

Dm:24	C.Dm:24	Stn:0	G.C:0	Gd:throw	Cn:×



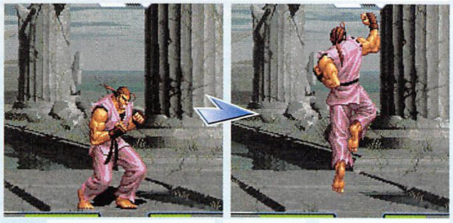
|Special Move| Gadou Fist
↓↘→+AorC

Dm:22 C.Dm:26 Stn:12
G.C:12 Gd: Standing/Crouching Cn:ど



|Special Move| Kouryuuken
→↓↘+AorC

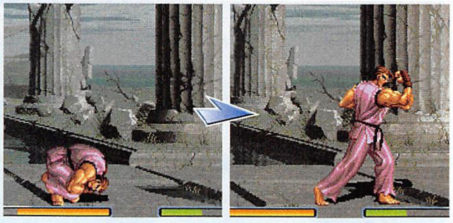
Dm:18+10 C.Dm:20 (rise 11) Stn:8+8
G.C:8+8 Gd: stand/crouch Cn: do



※The randomly occurring invincible version C.Dm:26 (rise 13)
Stn:20+11 G.C:8+8 Gd: stand/crouch Cn: do

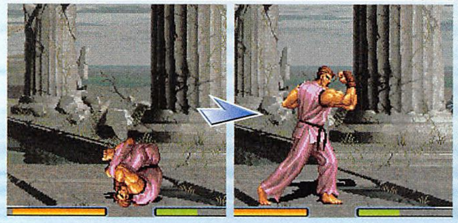
|Special Move| Forward Roll Taunt
↓↘→ Press +AC simultaneously

Dm:0 C.Dm:0 Stn: 0
G.C:0 Gd:— Cn: ?



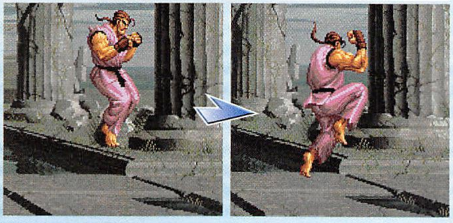
||Special Moves| Backflip taunt
↓↙← Press +AC simultaneously

Dm:0 C.Dm:0 Stn:0
G.C:0 Gd:— Cn:—



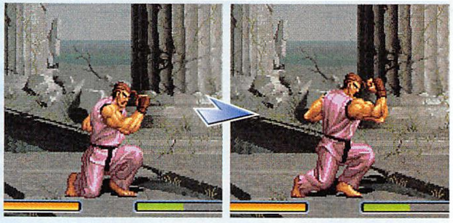
[Special Move] Aerial taunt
Press AC simultaneously in mid-air

Dm:0 C.Dm:0 Stn:0
G.C:0 Gd:— Cn:—



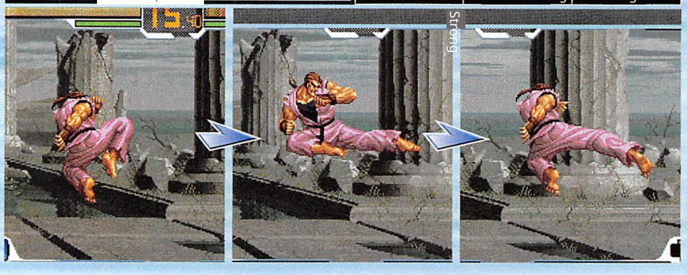
"Special Move Crouching taunt
↓ Press +AC simultaneously

Dm:0 C.Dm:0 Stn:0
G.C:0 Gd:— Cn:—



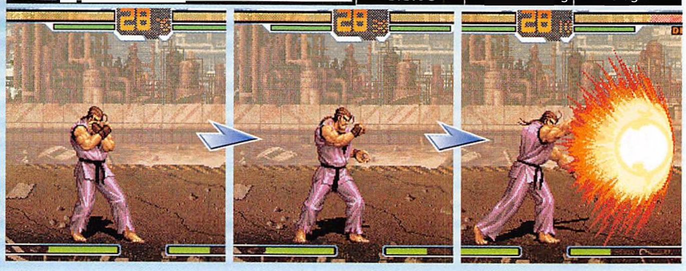
||Special Moves| Air-Clearing Kick
↓↙←+B or D (usable in air)

Dm:21·11×3 C.Dm:26·14 Stn: 12.8×3
G.C:12·8×3 Gd: Standing/Crouching Cn: do



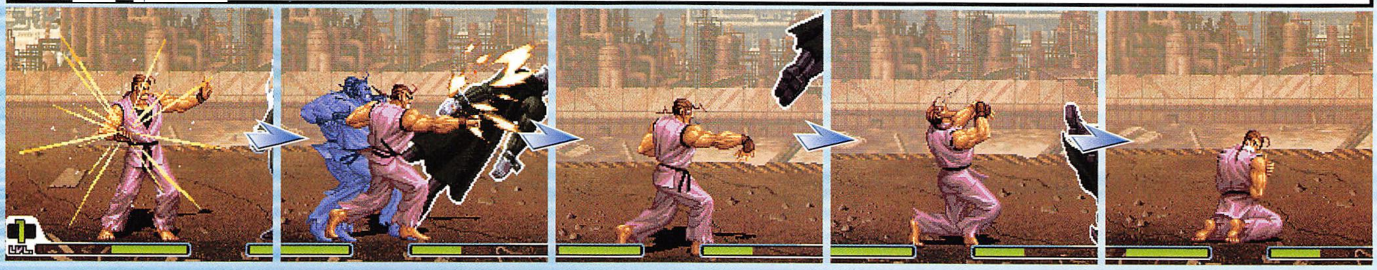
||Special Moves| Gadou Shouko
→At dinner + A or C

Dm:30 C.Dm:36 Stn:16
G.C:16 Gd: Standing/Crouching Cn: do



|Special Move| Ultimate Tenchi Gadou Thrust
Number + press AC simultaneously

Dm:56 C.Dm:64 Stn:16 G.C:16 Gd: Unblockable Guard Cn: do



●My Path Fist

A projectile that fires a small energy orb from the wrist. Its projectile speed is very slow and it cannot be incorporated into combos; moreover, its hitbox is small so many characters can avoid it by crouching. Also, its range is quite short: the weak version reaches about the same distance as standing C at far range, while the strong version is only slightly farther. Although the weak version leaves little opening if blocked, there is no need to force its use.

● Shōryūken (Rising Dragon Fist)

A move that rises while swinging the arm upward. At first glance it looks like an anti-air move but it has no invincibility frames. However, its attack comes out quickly, and on hit it can knock the opponent down, so there is a use for incorporating it into combos starting from a light attack. Also, although rare, there are times when the whole body briefly flashes; when that happens, it is rising from the very start of its startup Invincible until then.

● Forward Roll Taunt

After performing a forward roll, [the character] strikes a taunting pose with their arms prepared. During the forward roll the hurtbox is reduced, allowing the character to pass through the opponent. If the character is hit during the taunt it registers as a counter hit.

• Backward Taunt

Taunt after a backward roll. The basic nature is the same as the forward roll taunt.

● Aerial taunt

Taunt in the air. It cannot be performed via cancel and has no attack hitbox. Also, unlike the previous two, being hit during the action will not register as a counter hit.

● Crouching Taunt

Crouch and taunt. It has the same properties as the aerial taunt. Note, When using a command-input taunt, the opponent's power gauge will not increase, nor will any other effects be applied.

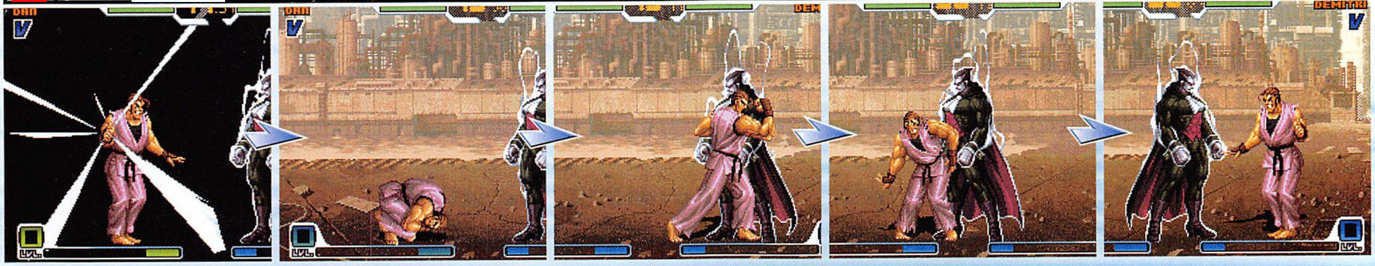
●Dan Kuukyaku (Air-Clearing Kick)

A rush move that launches a flying knee strike. The weak version is a single-hit move with fast startup; it connects in sequence from weak attacks and also causes a knockdown. Furthermore, even if it is guarded at close range it results in an even standing situation, and if you force a guard at the end it grants a large advantage.

The strong version is a three-step move that follows the flying knee with consecutive kicks. It is situational but can be incorporated into combos from a strong attack, and the third hit can cause a knockdown. The aerial version causes you to fall straight down after the action finishes. The weak version has strong hitboxes; especially the ground version forms the core of Dan's various actions—zoning, pressure, combos, and power-gauge building. In short, spam it.

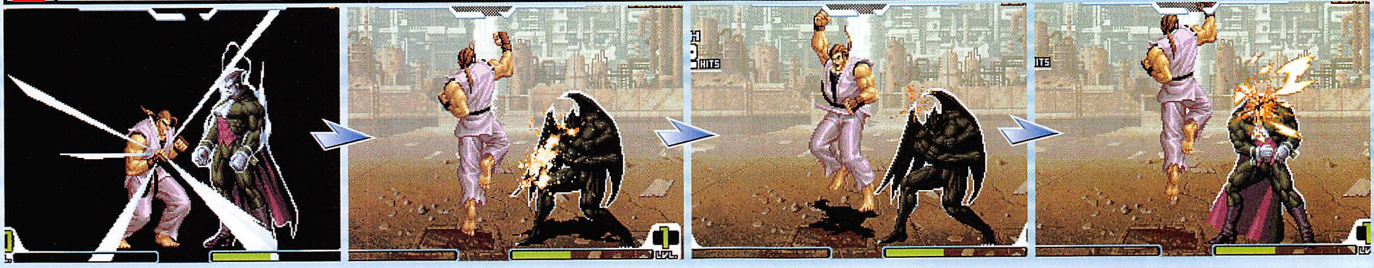
Super Taunt Legend
Finishing Move ➡➡ Press A and C simultaneously

Dm:0 | C.Dm:0 | Stn:0 | G.C:0 | Gd:— | Cn:—



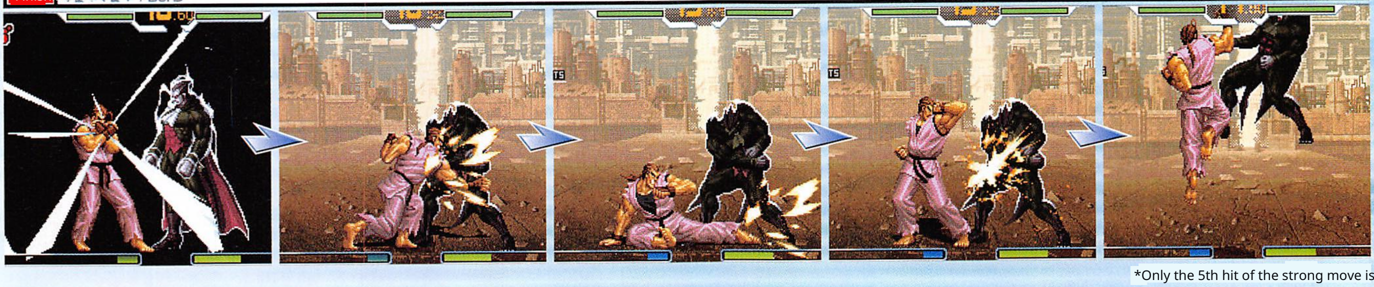
Super Special: Kouryuu Rekka
Finishing Move ⬅➡+BorD

Dm:36×4·35×7 | C.Dm:43·42 | Stn:0 | G.C:2×4·2×7 | Gd: Standing/Crouching | Cn:—



"Super Desperate Victorious Lawless Fist"
Finishing Move ⬅+BorD

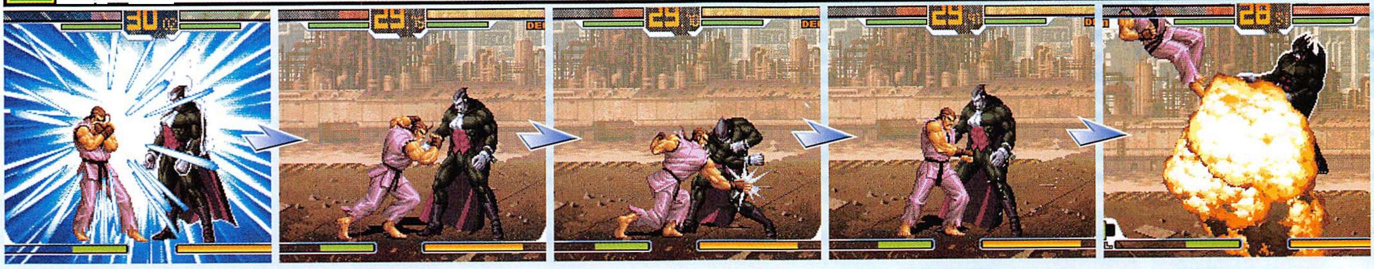
Dm:36×5·35×10 | C.Dm:43·42 | Stn:0 | G.C:2×5·2×10 | Gd:※ | Cn:—



*Only the 5th hit of the strong move is crouching; all others ar

EXCEED Handō
CB·A·A ⬅

Dm:136 | C.Dm:136 | Stn:0 | G.C:0 | Guard: Throw | Cn:—



●Wǒ Dào Xiáng Hǒu Quán

With both hands held forward, a massive ki blast is fired. The ki blast disappears instantly and has a range comparable to far standing B. On hit it can knock the opponent down, but its slow startup makes it very difficult to land. Unlike the original Haō Shōkūken, it is canceled out by projectiles. ●Ultimate Tenchi Gadō Thrust

After placing one hand forward and gathering ki, the other fist delivers a straight punch. Although it has slow startup, its main advantage is that it cannot be guarded. However, on hit it transitions into a very long cinematic (leaving the user unprotected), creating a risk of receiving a counterattack that deals more damage than the damage inflicted. While in the stance there is a long-lasting guard point extending from the chest to the hands, it cannot block cross-up attacks or low attacks.

●Provocation Legend

After a forward roll~repeat the taunt four times then perform an aerial taunt; the character continues taunting after landing. In a sense it's an incredible move. Its biggest feature is that it fills both fighters' power gauges to MAX just before the move ends, which means it remains effective even if used just before a time over. ●Koryu Rekk

A technique that repeatedly unleashes Koryu Fist. Its attack comes out quickly, so it can be chained from light attacks, and it grants invincibility through its startup, making it useful as an interrupt. However, note that it only hits airborne opponents once. The strong version has a longer invincibility period than the weak and moves forward slightly, so you should generally use the strong version. Recommended uses include anti-air with invincibility and incorporating it into combos. 133

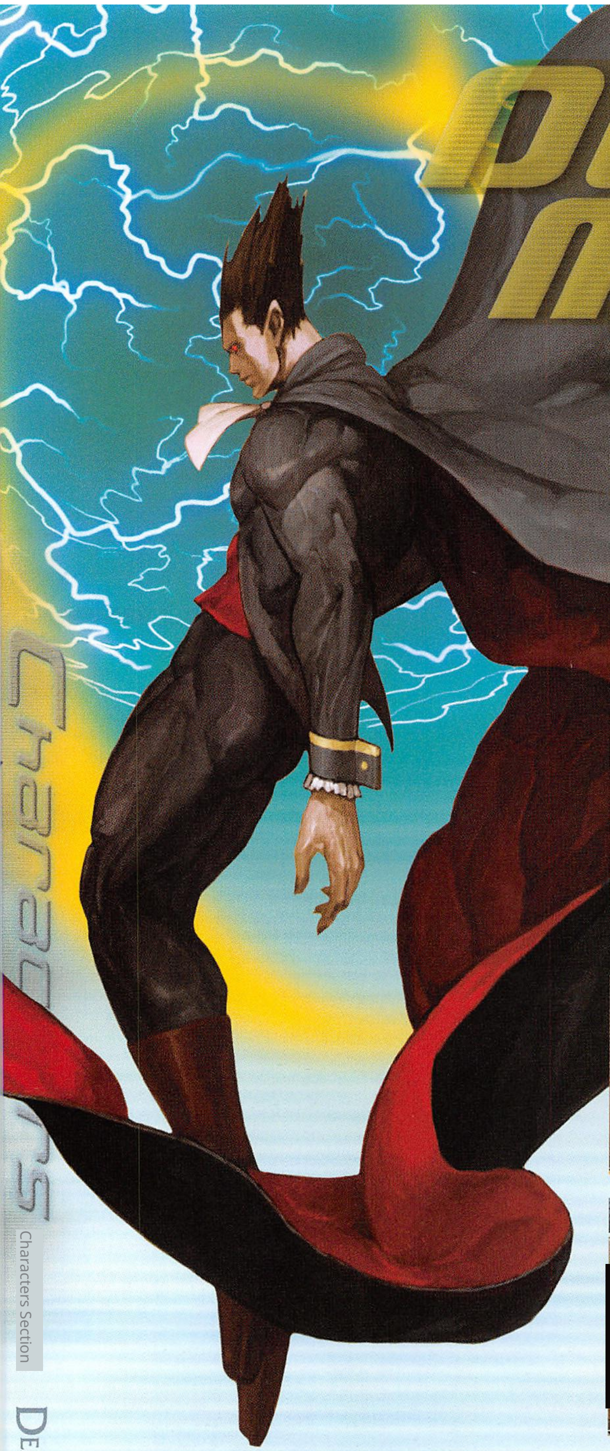
●Unbeatable Buraiken

An assault move that follows a series of strikes with a Koryu Fist; the weak version can be chained from a light attack, and the strong from a heavy attack. The weak version is invincible until it hits, and the strong version is invincible until the end of the first hit. Besides using it in combos, the weak version surprisingly has small vulnerability, so it's hard to be punished if you fire it off as an interrupt or in linkages. ●Kando

Grabs the opponent and, with a shout, explodes to send both combatants flying — a moving throw. The travel distance is about 2/5 of the screen. Opponents can avoid it by jumping after the screen darkens, but it has fast startup and can be linked from light attacks, so it's good to include in combos. Also, it has a very long invincibility period from its initial start, so it can be used as an interrupt or as an anti-air.

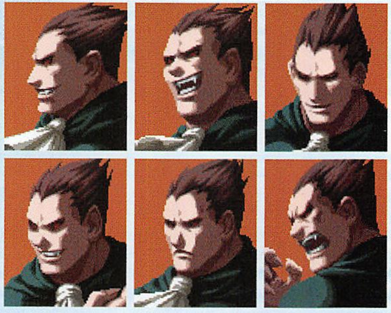
DEMITRI MAXIMOFF

Demitri Maximoff

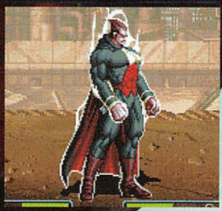


Demitri, a vampire with immense power, appears while inheriting signature systems from the original "Vampire" series such as chain combos and follow-up attacks. With projectiles, invincible moves, and a moving throw, he covers all bases—no blind spots!

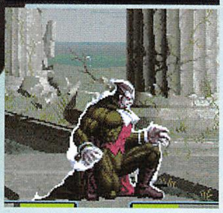
Face Pattern



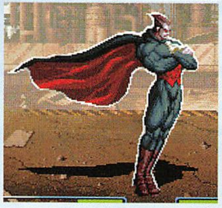
AC Button Color



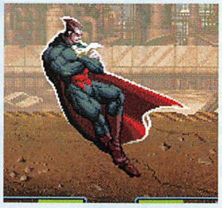
B·D Button Color



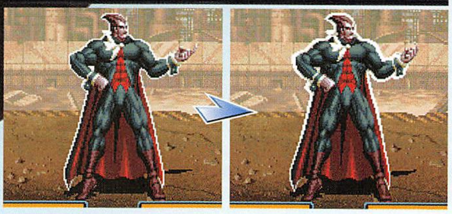
Front Step



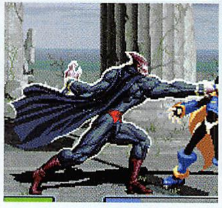
Backstep



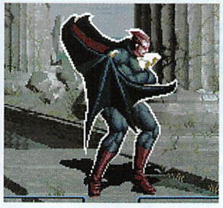
Taunt



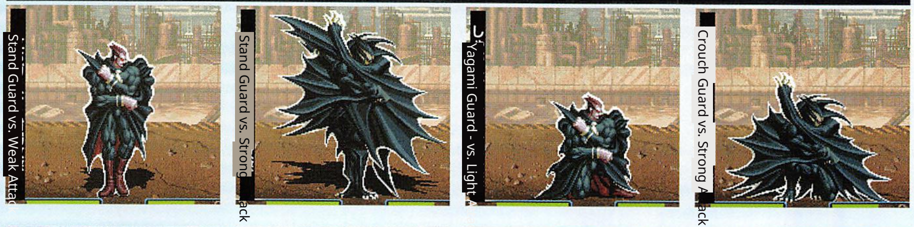
Throw Escape



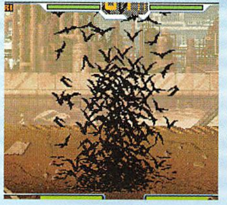
Usually throw failed



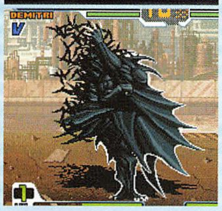
Guard


Stand Guard vs. Weak Attac
Stand Guard vs. Strong
ack
Yagami Guard - vs. Light
ks
Crouch Guard vs. Strong A ack

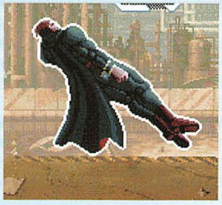
Get-up



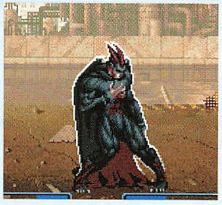
Guard Crush



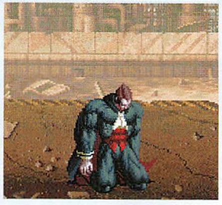
Spiral Knockback



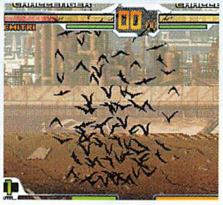
Stun



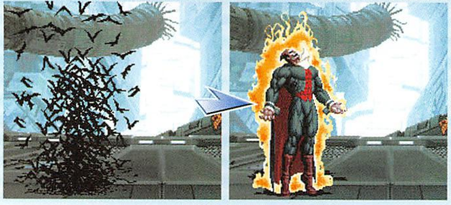
Defeated by Scrape



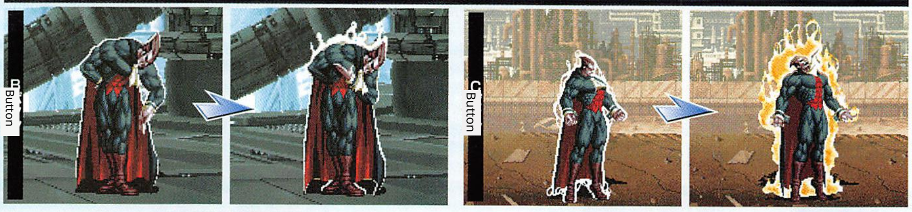
Loss by timeout



Intro Scene

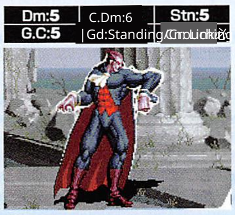


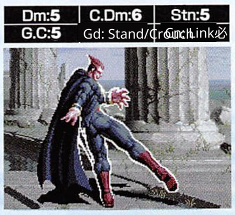
Victory Pose

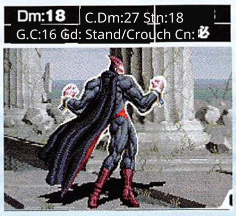

Button
Button

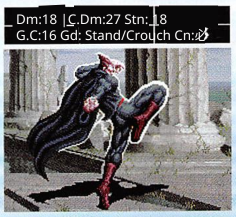
A button
Button B
C button
D button

Close-range standing attack

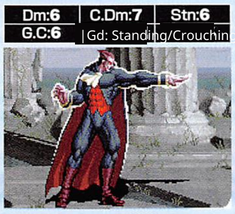

Dm:5
C.Dm:6
Stn:5
G.C:5
Gd:Standing/Crouching
Cn: Link※

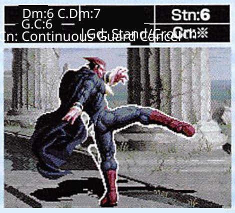

Dm:5
C.Dm:6
Stn:5
G.C:5
Gd: Stand/Crouch
Cn: Link必

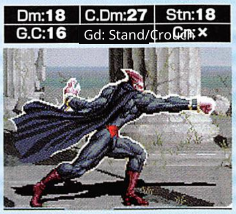

Dm:18
C.Dm:27 Stn:18
G.C:16 Gd: Stand/Crouch Cn: 必

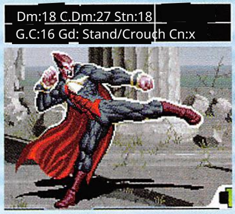

Dm:18 C.Dm:27 Stn:18
G.C:16 Gd: Stand/Crouch Cn:必

Long-range standing attack


Dm:6
C.Dm:7
Stn:6
G.C:6
Gd: Standing/Crouching Cn: Continuous Guard Cancel

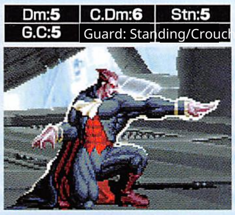

Dm:6 C.Dm:7
G.C:6
Stn:6
Gd: Stand/Crouch
Cn:※

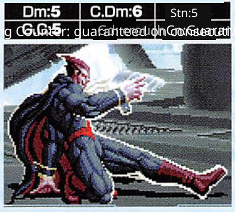

Dm:18
C.Dm:27
Stn:18
G.C:16
Gd: Stand/Crouch
Cn:×

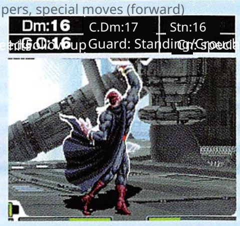

Dm:18 C.Dm:27 Stn:18
G.C:16 Gd: Stand/Crouch Cn:x

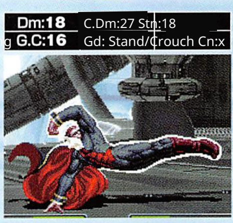
※Can be canceled into consecutive supers, special moves (forward)

Crouching attacks

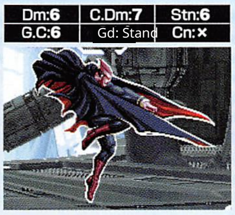

Dm:5
C.Dm:6
Stn:5
G.C:5
Guard: Standing/Crouching Counter: guaranteed on consecutive hits follow up

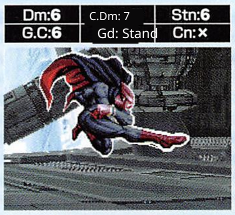

Dm:5
C.Dm:6
Stn:5
G.C:5
Gd: Crouch Cn: Guaranteed

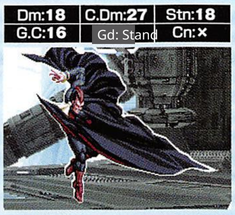

Dm:16
C.Dm:17
Stn:16
G.C:16
Guard: Standing/Crouching
Cn: special

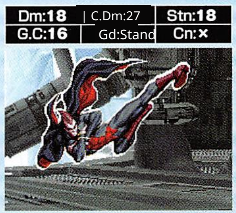

Dm:18
C.Dm:27 Stn:18
G.C:16
Gd: Stand/Crouch Cn:x

Vertical jump attacks

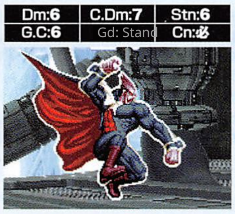

Dm:6
C.Dm:7
Stn:6
G.C:6
Gd: Stand
Cn:×

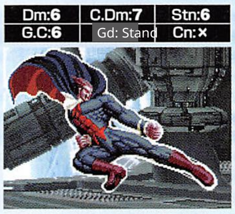

Dm:6
C.Dm: 7
Stn:6
G.C:6
Gd: Stand
Cn:×

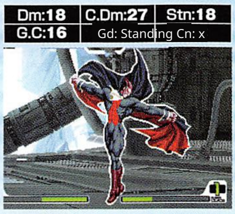

Dm:18
C.Dm:27
Stn:18
G.C:16
Gd: Stand
Cn:×

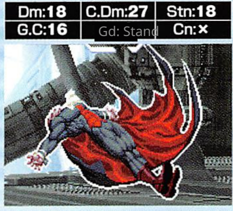

Dm:18
C.Dm:27
Stn:18
G.C:16
Gd:Stand
Cn:×

Diagonal jump attack


Dm:6
C.Dm:7
Stn:6
G.C:6
Gd: Stand
Cn:必


Dm:6
C.Dm:7
Stn:6
G.C:6
Gd: Stand
Cn:×


Dm:18
C.Dm:27
Stn:18
G.C:16
Gd: Standing Cn: x


Dm:18
C.Dm:27
Stn:18
G.C:16
Gd: Stand
Cn:×

Ground normal moves

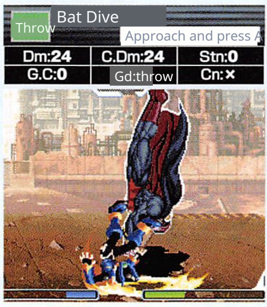
At close range you should aim for chain combos, so normal moves are mainly effective at mid-range. For poking, the primary move is Standing Far B. It has small recovery and can hit opponents who are crouching. Also, a single Crouching D, although not a low, has long reach and can attack from outside the opponent's normal range. For closer anti-airs, Crouching C is recommended. Its hitbox is strong when the limb is fully extended, so use it slightly early.

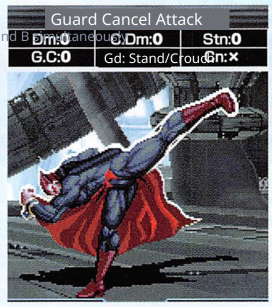
Normal Jump Attacks

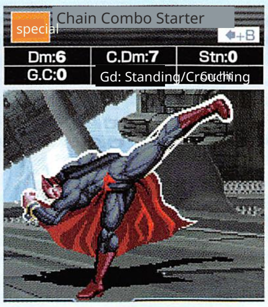
Jump attacks are the main tools when diving in. Although they have slow startup, they are strong downward, so use them early. For anti-air zoning: for forward jumps, Jump B has faster startup and longer reach; for backward jumps, a higher and stronger C is good. If you want to focus on intercepting, vertical Jump B and D are also effective. B has long active frames, and D has strong upward hit detection.

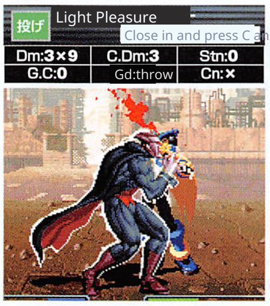
Throws / Special Moves / Other

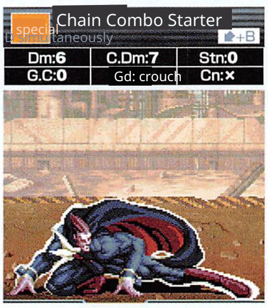
◆+B easily hits airborne opponents, so use it when pressuring on wakeup while watching for preemptive inputted big jumps. At close range it can even hit crouching opponents. Although its hitbox is slightly high, +C also has long reach and is effective. It prevents jumps, and if the spacing isn't too far, a ground hit can be chained into a crouching D in a chain combo. At close range, start the chain combo from the fast low +B and finish with crouching D—that's the basic approach.

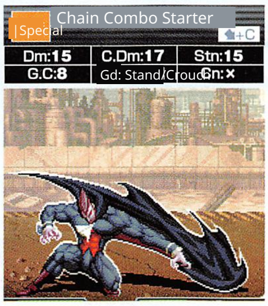

Throw
Bat Dive
Approach and press A and B simultaneously
Dm:24
C.Dm:24
Stn:0
G.C:0
Gd:throw
Cn:×


Guard Cancel Attack
Dm:0
C.Dm:0
Stn:0
G.C:0
Gd: Stand/Crouch
Cn:×


special
Chain Combo Starter
⬅+B
Dm:6
C.Dm:7
Stn:0
G.C:0
Gd: Standing/Crouching


投げ
Light Pleasure
Close in and press C and D simultaneously
Dm:3×9
C.Dm:3
Stn:0
G.C:0
Gd:throw
Cn:×


special
Chain Combo Starter
⬉+B
Dm:6
C.Dm:7
Stn:0
G.C:0
Gd: crouch
Cn:×


Special
Chain Combo Starter
⬉+C
Dm:15
C.Dm:17
Stn:15
G.C:8
Gd: Stand/Crouch
Cn:×

About Chain Combo Starter Moves

Command	Attribute	Graphics
➡+A ⬋+A	Light Punch	Same as far-standing A Same as crouching A
➡+B ⬋+B	Weak Kick	Same as close-standing B Same as crouching B
⬅+A ⬊+A	Medium Punch	Same as close-standing C Same as crouching A
⬅+B ⬊+B	Mid kick	Original see left photo Original see left photo
➡+C ⬋+C	Heavy Punch	Same as far standing C Original see left photo

Chain Combo Move Data

A button

Dm:6	C.Dm:7	Stn:6
G.C:0	Gd: Standing/Crouching	

Button B

Dm:6	C.Dm:7	Stn:6
G.C:0	Guard: Stand/Crouch	

* B and B are cr

C button

Dm:15	C.Dm:17	Stn:15
G.C:8	Gd: Standing/Crouching	

Button D

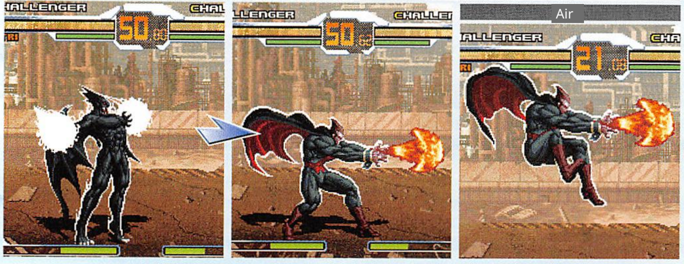
Dm:14	C.Dm:16	Stn:14
G.C:8	Gd: Standing/Crouching	

Supplementary Notes on Chain Combos

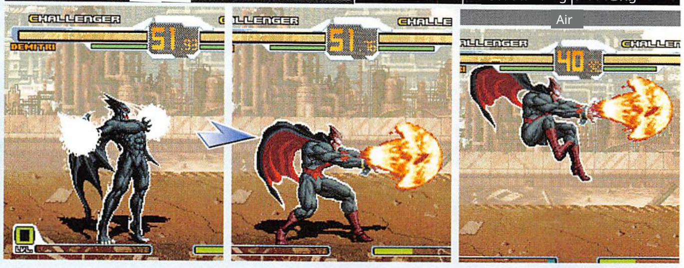
Chain combos are successive attacks using normal moves that only Demitri can perform. They can be started only from the ten moves listed in the table above. The sequence is Weak Punch → Weak Kick → Medium Punch → Medium Kick → Strong Punch → Strong Kick, with one hit for each step (intermediate steps may be omitted). If started from Weak Punch, you can connect up to six hits.

During a chain combo, the inputs for Medium Punch and Medium Kick can be performed with the A or B button. Pressing A after Weak Punch or Weak Kick will automatically execute Medium Punch, and pressing B after Weak Kick or Medium Punch will automatically execute Me

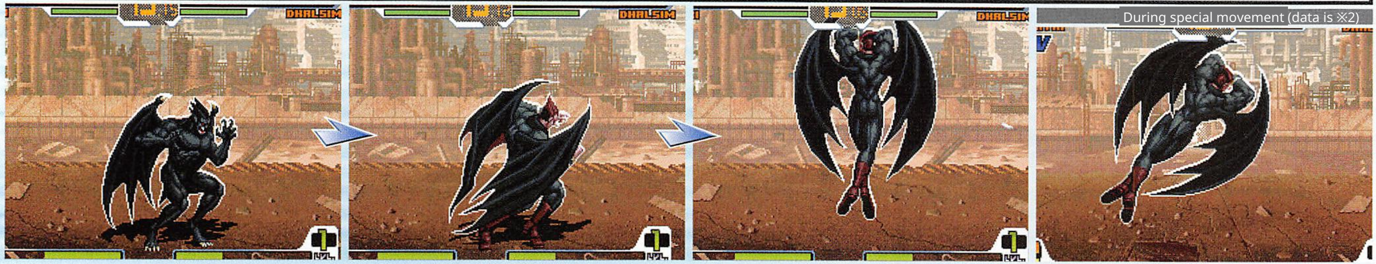
|Special Move| Chaos Flare
+A or C
Dm:18 C.Dm:20 Stn:10
G.C:10 Gd: Standing/Crouching Cn: do



|Special Move| ES · Chaos Flare
Press A and C simultaneously
Dm:29×3 C.Dm:34 Stn:0
G.C:2×3 Gd: Standing/Crouching Cn:—

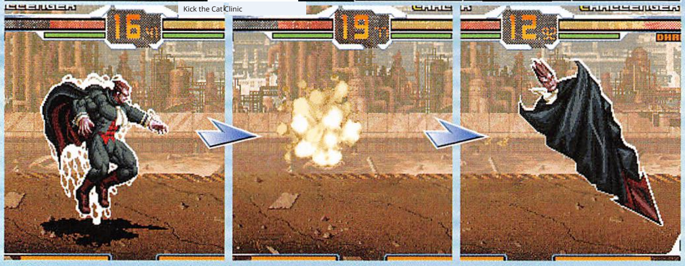


Special Move [1] Demon Cradle
Gold + A or C
Dm:20·18×3 C.Dm:20·22 Stn: 8.8×3 G.C: 8.8×3 Gd: Standing/Crouching Cn:※1

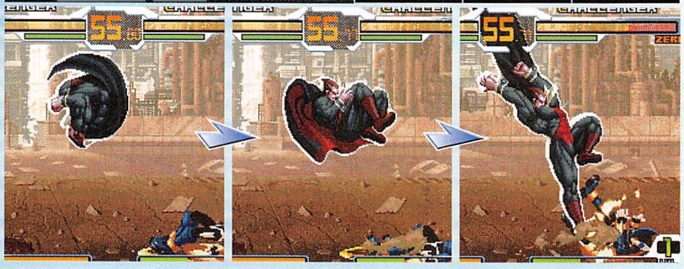


※1: Do / SC do SC only on 1st–2nd hit
※2: Dm: 16×3 C.Dm: 18 Stn: 8×3 G.C: 8×3 Gd: standing/crouching Cn: SC only on 1st–2nd hit

Special Bat Spin
+BorDorBD pressed simultaneously (car
Dm:18×3 C.Dm:22 Stn:8×3
G.C:8×3 Gd: Standing/Crouching Cn:—
Kick the Cat Clinic

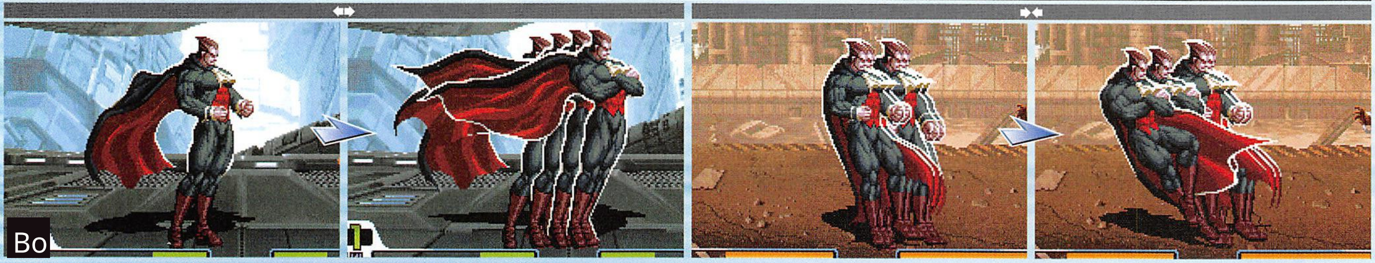


Special Move Hell's Ride
While opponent is dow
Dm:13 C.Dm:11 Stn:16
G.C:16 Gd:× Cn:—



※Ground version only do

||Special Move | Special Mo
or C pressed simultaneously
Dm:0 C.Dm:0 Stn:0 G.C:0 Gd:— Cn: do



● Chaos Flare

A projectile launched as a ball of fire from both hands. Both the ground and air versions have a slow projectile speed when weak and a fast speed when strong. Recovery is long, so refrain from rapid consecutive use. In the air version, after firing the projectile the character is pushed back by the momentum and falls while retreating; therefore it is relatively low risk. Note that for both the ground and air versions you cannot fire the next shot until the projectile has disappeared from the screen.

●ES · Chaos Flare

An enhanced version of Chaos Flare, a 3-hit move. It consumes one level of the power gauge (Lv1) (treated as a Super Move). Even if it is interrupted before it activates, it still consumes the power gauge. It can also be performed in the air.

●Demon Cradle

Turning the feathers on the back into blades, spinning while leaping into the air to strike Air-type special move. The weak version hits once; the strong version can hit up to three times. There is invincibility at the start-up, but it ends as soon as the first attack becomes active. The weak variant sends the user up a short height and always causes a knockdown on hit. It is also invulnerable to throws. The strong variant launches the user higher and causes a knockdown on the second hit; it is vulnerable to throws. In actual play, mainly use the weak version. Although the weak version can be punished if blocked, the distance created makes counterattacks difficult. Use it as an anti-air with the expectation of a trade.

● Bat Spin

A technique where the user vanishes and then reappears in mid air, diving steeply while wrapping the cloak in a drill-like fashion. It is a three-hit multi-hit move; when the third hit connects, the opponent is knocked backward. Aimed at the opponent's feet—if the third hit does not connect, the user lands on the spot and can then follow up with ground attacks.

It may sometimes be possible to be thrown.

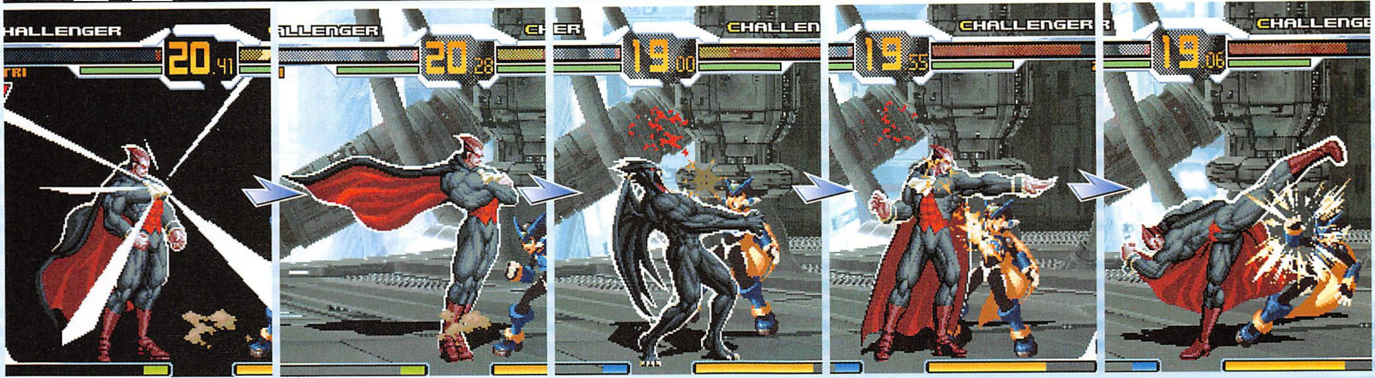
There are three possible spawn positions: B, D, and BD pressed simultaneously. B spawns directly above where the object disappeared, D spawns in the air about one-third of the screen forward, and BD pressed simultaneously spawns in the air about two-thirds of the screen forward. It is a multi-hit move but is not easily GC Front Step canceled. It can also be performed in mid-air, and similarly to on the ground, the button determines one of three possible spawn locations

● Hell's Ride

A small jump followed by a stomping follow-up attack. It can only be performed when the opponent is down, so it cannot be used if the opponent has performed a recovery roll. For input timing, be mindful to move the lever and press the buttons slightly early.

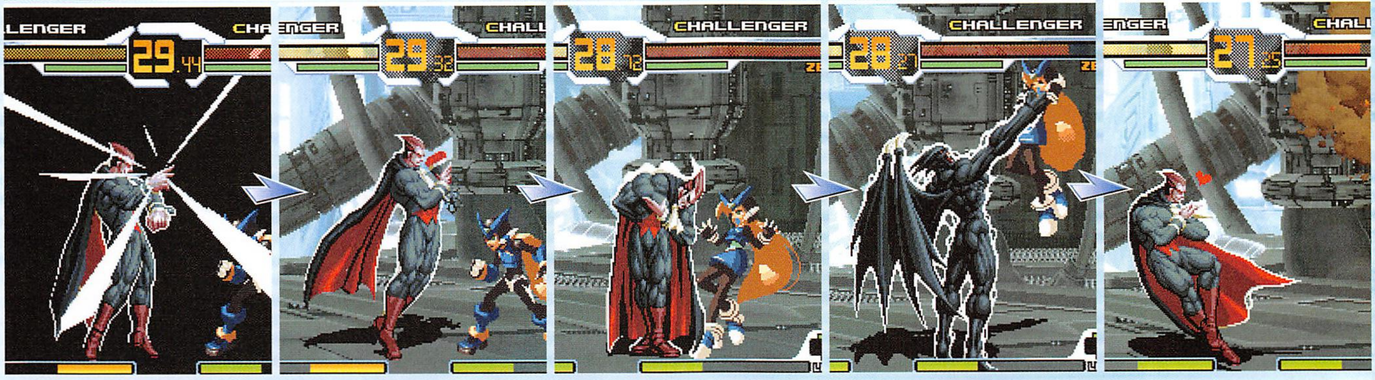
超必 Midnight Pleasure
Speci Move A·A·B·D

Dm:7×12	C.Dm:7	Stn:0	G.C:0	Gd:throw	Cn:–



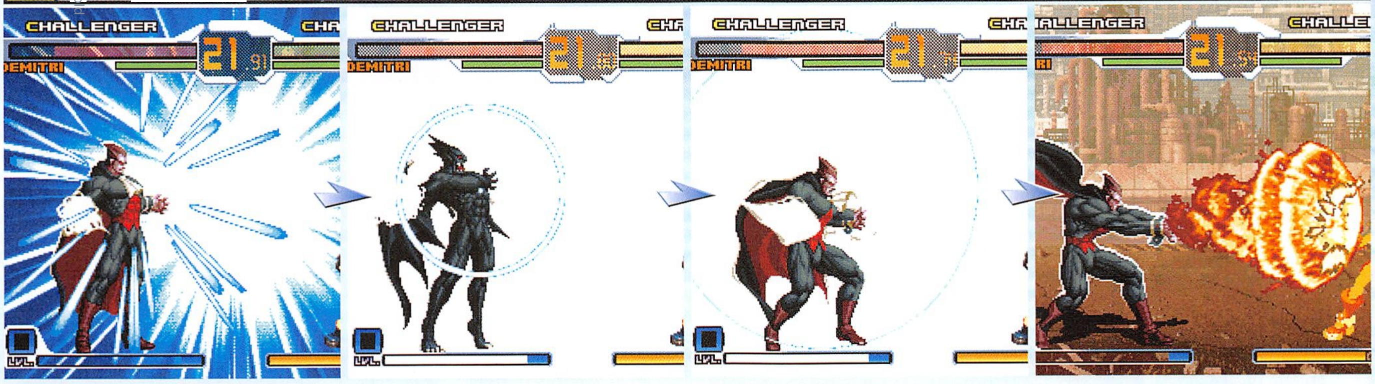
Super Midnight Bliss
Finish Press +AC simultaneously

Dm:7×11	C.Dm:7	Stn:0	G.C:0	Guard: Throw	Cn:–



EXCEED Demon Flare
⬇⬈➡⬇⬈➡ + Press A B C D simultaneously

Dm:63×8	C.Dm:68	Stn:0	G.C:4×8	Gd: Standing/Crouching	Cn:–



●Special Move

Familiar from the "Vampire" series, this technique allows the user to disappear while moving at high speed. Using the lever direction you can move forward or backward, and you pass through the opponent if they are in the way. The travel distance is long—about one and a half screens—and for a certain period starting from roughly halfway across the screen you become completely invulnerable (including to throws).

While moving, only special moves can be performed at any time. During this state, the Demon Cradle's behavior changes, causing a large diagonal forward ascent. Both the weak and strong versions are three-hit moves (the second hit knocks the opponent down); they have large attack hitboxes, and the invulnerability lasts from immediately after activation until the second hit occurs, which is long. However, the recovery after the move is long, so if it misses you will almost certainly be punished. The difference between weak and strong is the jump height. The strong is slightly higher, so use the weak version.

●Midnight Pleasure

A traveling throw. After it connects the user takes on a demonic form and bites multiple times, finishing with a series of successive strikes. The travel distance is short—about one-eighth of the screen—but the throw has invulnerability until the throw hitbox appears and it activates quickly, allowing it to combo even from a weak attack.

When performed in close proximity, whether the opponent can avoid it by jumping after the screen goes dark depends on the prior situation. Regardless of guard or hit, if the opponent was the last to receive an attack then they cannot avoid it by jumping; if it is Demitri (Demitri), however, it can be avoided by jumping.

●Midnight Bliss

A traveling throw. After it connects the opponent is transformed into a woman and life energy is drained to deal damage. Its basic performance is similar to Midnight

Like Night Pleasure, the only difference is that the damage is slightly smaller. The conditions for whether the opponent can evade by jumping after the screen goes dark are also the same.

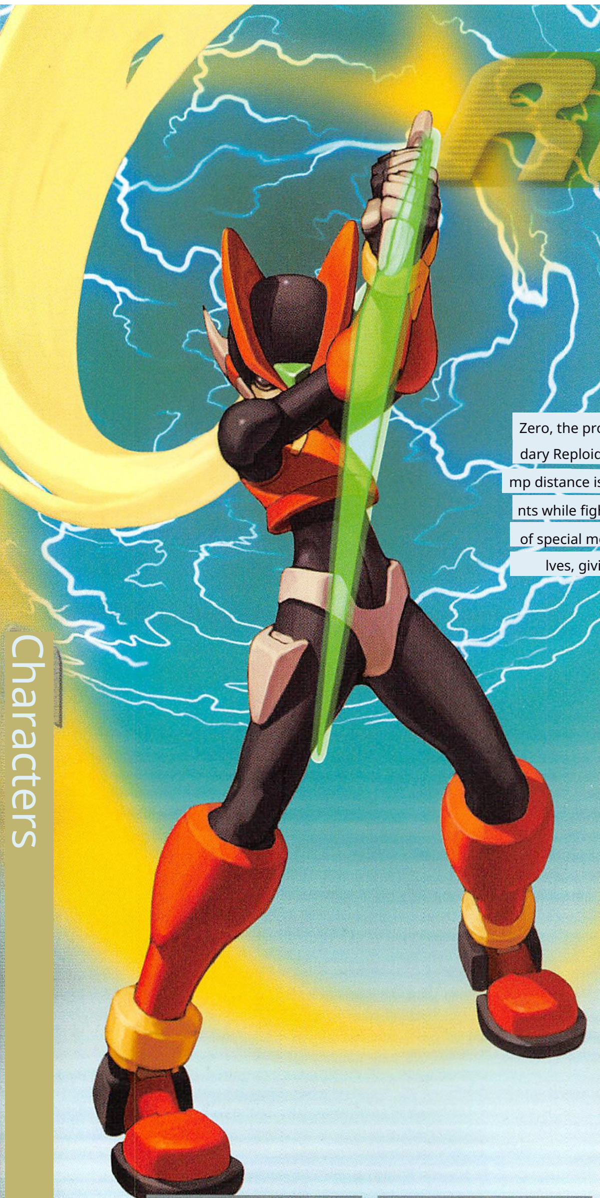
●Demon Flare

It is a greatly enhanced version of Chaos Flare that fires a large projectile hitting 8 times. It has invincibility at the start of its startup, and the attack hitboxes remain active for a short time after they appear. It is an excellent move with many uses—anti-air, interrupt, combo extender, or to counter projectiles. Its power is also high, about 45% of total health.

When input normally, it easily turns into Demon Cradle, but after inputt ⬇⬈➡⬇⬈➡ ing , return the lever to neutral and then press the button to make it easier to execute.

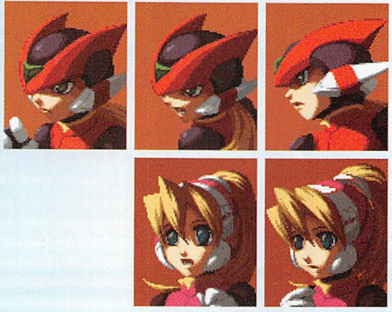
ROCKMAN ZERO

Rockman Zero

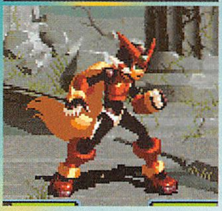


Zero, the protagonist of "Rockman Zero," is a legendary Reploid. His movement speed is fast and his jump distance is long, allowing him to confuse opponents while fighting. In addition, he has a wide variety of special moves and can summon support Cyber Elves, giving him a broad range of actions.

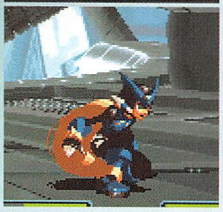
Face Pattern



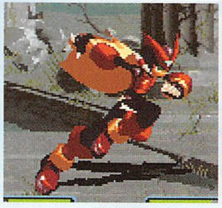
AC Button Color



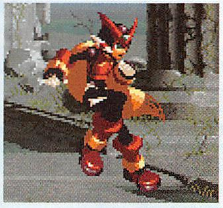
BD Button Color



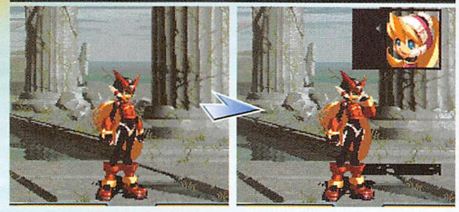
Front Step



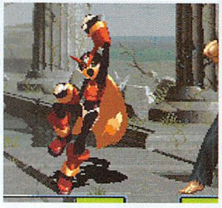
Backstep



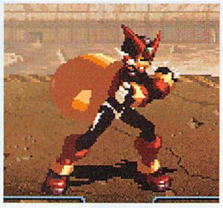
Taunt



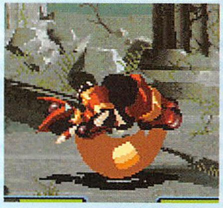
Throw Escape



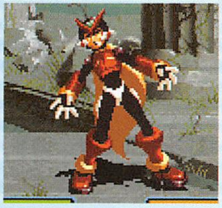
Usually throw failed



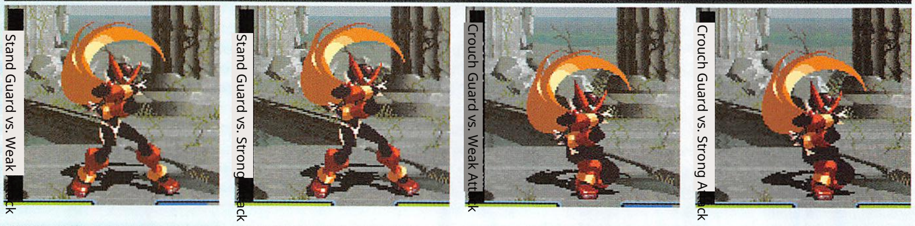
Get-up



Guard Crush



Guard



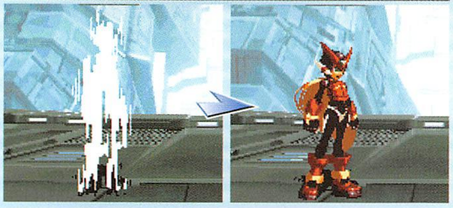
Stand Guard vs. Weak Attack

Stand Guard vs. Strong Attack

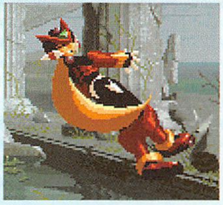
Crouch Guard vs. Weak Attack

Crouch Guard vs. Strong Attack

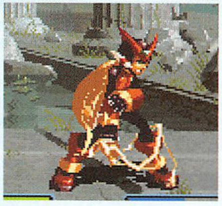
Appearance Scene 1



Spiral Knockback



Unconscious



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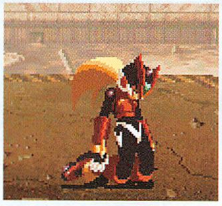
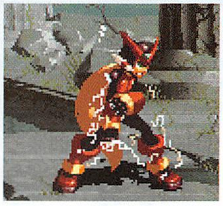
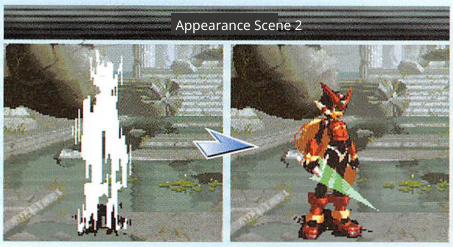


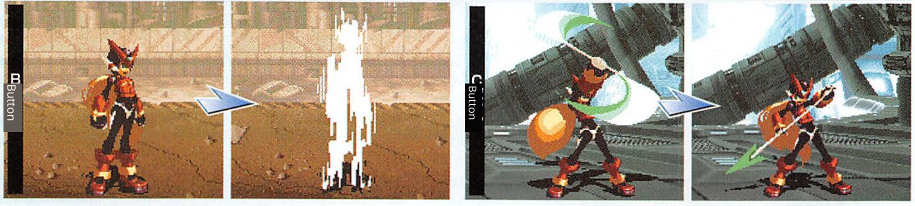
Loss by timeout



Appearance Scene 2

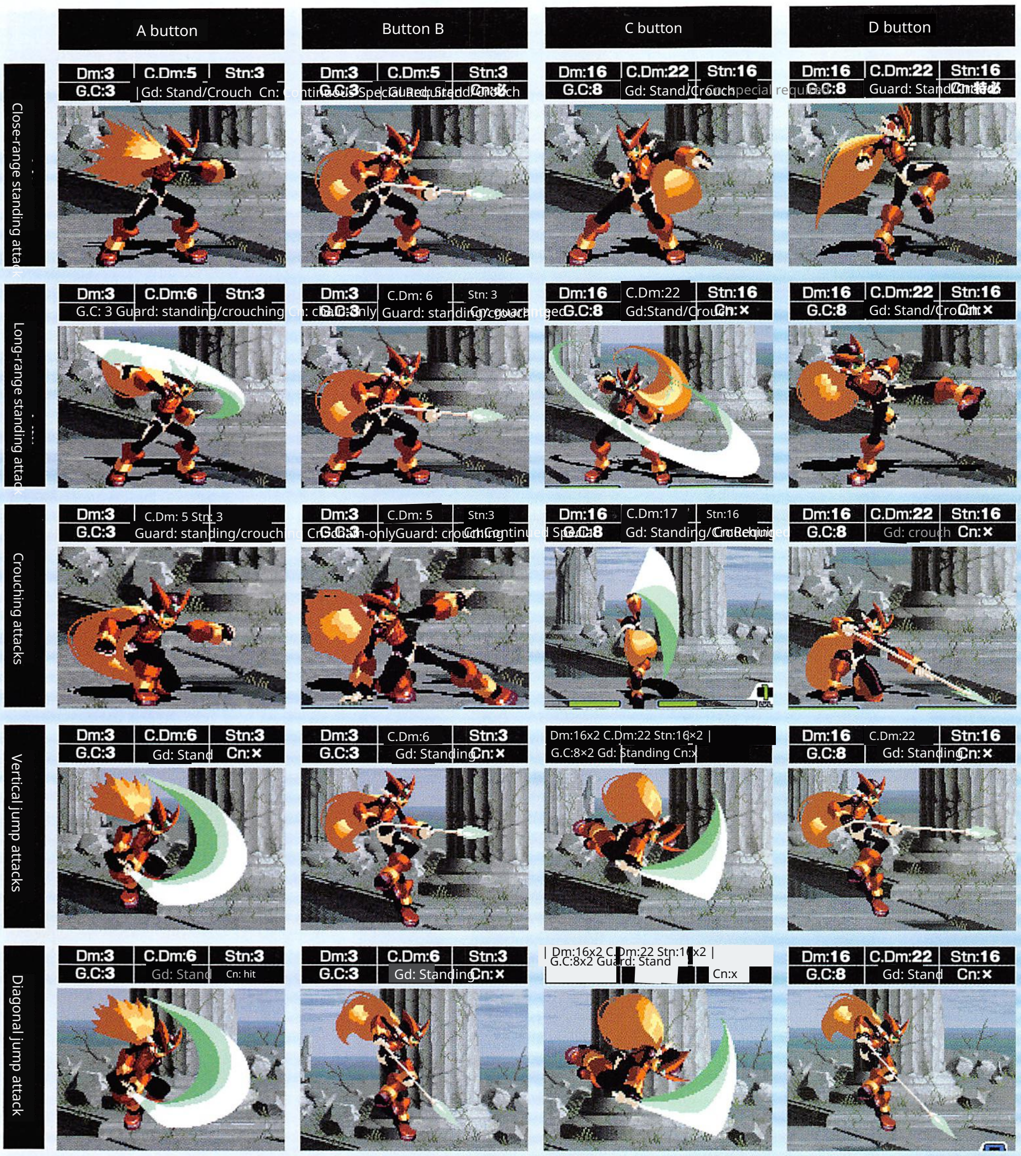


Victory Pose



B Button

C Button



	A button	Button B	C button	D button
Close-range standing attack	Dm:3 C.Dm:5 Stn:3 G.C:3 Gd: Stand/Crouch Cn: Continuous Special required	Dm:3 C.Dm:5 Stn:3 G.C:3 Guard: Stand/Crouch Cn:必	Dm:16 C.Dm:22 Stn:16 G.C:8 Gd: Stand/Crouch Cn: special required	Dm:16 C.Dm:22 Stn:16 G.C:8 Guard: Stand/Crouch Cn:特必
Long-range standing attack	Dm:3 C.Dm:6 Stn:3 G.C: 3 Guard: standing/crouching Cn: chain-only	Dm:3 C.Dm: 6 Stn: 3 G.C:3 Guard: standing/crouch Cn: guaranteed	Dm:16 C.Dm:22 Stn:16 G.C:8 Gd:Stand/Crouch Cn:×	Dm:16 C.Dm:22 Stn:16 G.C:8 Gd: Stand/Crouch Cn:×
Crouching attacks	Dm:3 C.Dm: 5 Stn: 3 G.C:3 Guard: standing/crouching Cn: chain-only	Dm:3 C.Dm: 5 Stn:3 G.C:3 Guard: crouching Cn: Continued Special	Dm:16 C.Dm:17 Stn:16 G.C:8 Gd: Standing/Crouch Cn: Required	Dm:16 C.Dm:22 Stn:16 G.C:8 Gd: crouch Cn:×
Vertical jump attacks	Dm:3 C.Dm:6 Stn:3 G.C:3 Gd: Stand Cn:×	Dm:3 C.Dm:6 Stn:3 G.C:3 Gd: Standing Cn:×	Dm:16x2 C.Dm:22 Stn:16×2 G.C:8×2 Gd: Standing Cn:x	Dm:16 C.Dm:22 Stn:16 G.C:8 Gd: Standing Cn:×
Diagonal jump attack	Dm:3 C.Dm:6 Stn:3 G.C:3 Gd: Stand Cn: hit	Dm:3 C.Dm:6 Stn:3 G.C:3 Gd: Standing Cn:×	Dm:16x2 C.Dm:22 Stn:16x2 G.C:8x2 Guard: Stand Cn:x	Dm:16 C.Dm:22 Stn:16 G.C:8 Gd: Stand Cn:×

Ground normal moves

Crouching A has the fastest startup among all normal moves, so it can be used to link after jump attacks. Because it can be cancel-repeated, hit confirmation is easy. Also, crouching B has slightly slower startup but is a low attack, making it suitable to start combos. Crouching C has a strong upward attack hitbox, so it helps intercept aerials. Crouching D cannot be canceled but is a strong low attack with long reach, making it useful for ground zoning.

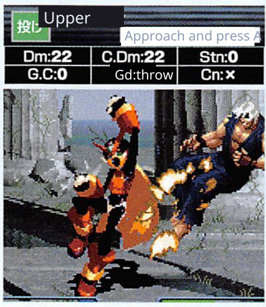
Normal Jump Attacks

Forward jump C has an ambiguous (cross-up) hitbox. A multi-hit move, forward jump D has a sharp downward attack hitbox. Both are useful when used while jumping in.

Throws / Special Moves / Other

➡+B·B·B is a three-hit spear thrust that extends the spear forward. The third hit leaves you in an advantageous situation even if guarded. Only the first hit can be canceled into a special move. ◆+B is a special move that thrusts the spear upward over the head. Its attack reaches quite high, so use it to catch opponents who try to jump over you. +B is an attack that stabs the feet with the spear. It is a special move that can hit a downed opponent. Also, the

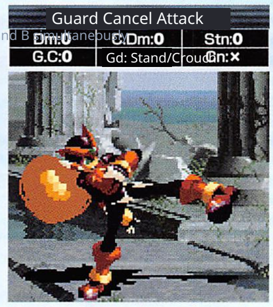
D is a sliding low attack that strikes the opponent's feet. When it hits it knocks the opponent down, and because your posture becomes low you can avoid airborne projectiles.



投げ Upper

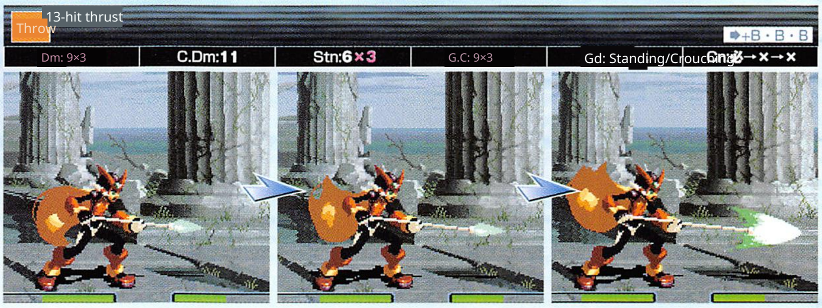
Approach and press A and B simultaneously

Dm:22 C.Dm:22 Stn:0
G.C:0 Gd:throw Cn:×



Guard Cancel Attack

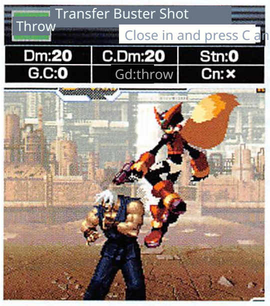
Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Stand/Crouch Cn:×



Throw 13-hit thrust

➡+B · B · B

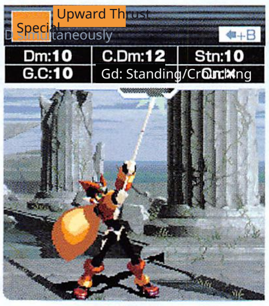
Dm: 9×3 C.Dm:11 Stn:6×3 G.C: 9×3 Gd: Standing/Crouching Cn:必→×→×



Throw Transfer Buster Shot

Close in and press C and D simultaneously

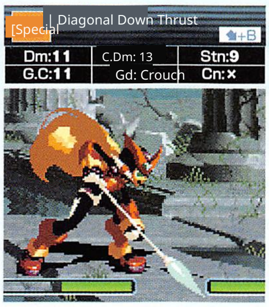
Dm:20 C.Dm:20 Stn:0
G.C:0 Gd:throw Cn:×



Special Upward Thrust

◆+B

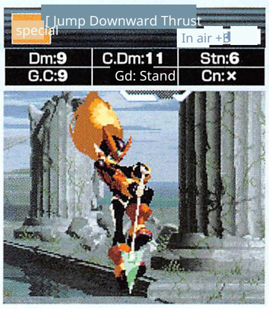
Dm:10 C.Dm:12 Stn:10
G.C:10 Gd: Standing/Crouching Cn:×



Special Diagonal Down Thrust

◆+B

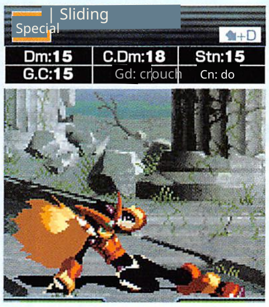
Dm:11 C.Dm: 13 Stn:9
G.C:11 Gd: Crouch Cn:×



special Jump Downward Thrust

In air +B

Dm:9 C.Dm:11 Stn:6
G.C:9 Gd: Stand Cn:×



Special Sliding

◆+D

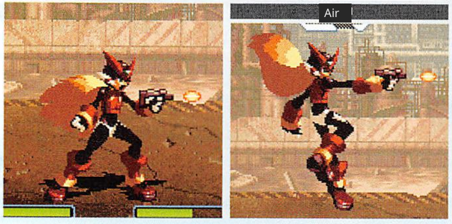
Dm:15 C.Dm:18 Stn:15
G.C:15 Gd: crouch Cn: do

[Buster Shot

|Special

● +A (air OK)

Dm:16	C.Dm:18	Stn:8
G.C:8	Gd: Standing/Crouching	Cn: do

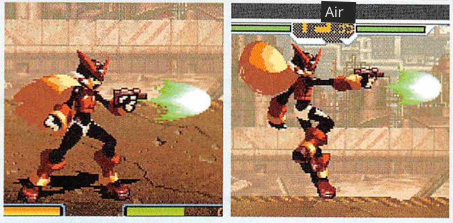


Charge Shot

|Special Move

Hold +C then release (usable in air)

Dm:24	C.Dm:26	Stn:8
G.C:8	Gd: Standing/Crouching	Cn: do

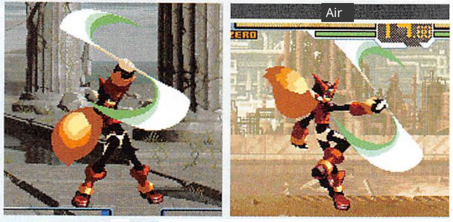


| Triple Rod

|Special Move

+B (usable in air)

Dm: 10×8 (10×11)	C.Dm:10 (10)	Stn:10×8 (10×11)
G.C: 10×8 (10×11)	Gd: Standing/Crouching	Cn: do



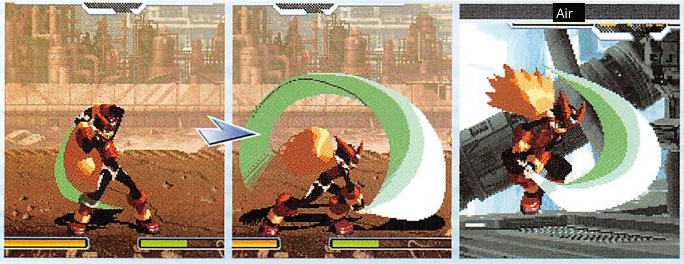
* Charge Rod is performed by holding +D then releasing (usable i
Dm: 10×14 (10×18) C.Dm: 10 (10) Stn: 10 G.C: 10×14 (10×18) Gd: stands/crouch Cn: ?

[Zettsaber]

|Special Move

◆ Gold + B (usable in air)

Dm:16	C.Dm:18	Stn:8
G.C:8	Gd: Standing/Crouching	Cn: Forward /

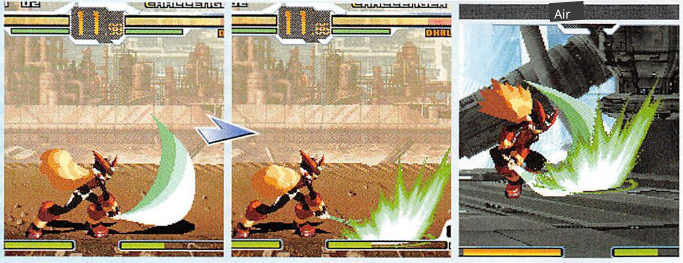


Charged Slash

Special Move

◆ Hold Gold + D then release (usable in air)

Dm:28	C.Dm:30	Stn:8
G.C:8	Gd: Standing/Crouching	SC

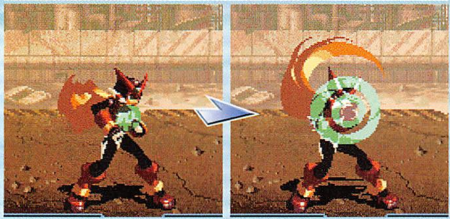


Co-shield Boomerang

|Special Move

Gold + B or D

Dm:16	C.Dm:16	Stn:16
G.C:10	Gd: Standing/Crouching	Cn:–

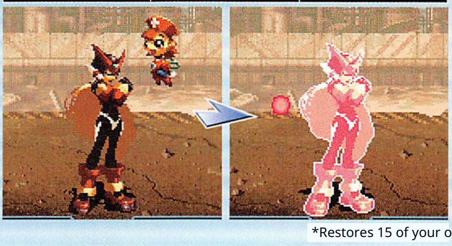


[Cyber Elf (Nurse A)]

|Special Move

Charge + A

Dm:0※	C.Dm:0	Stn:0
G.C:0	Gd:–	Cn:–



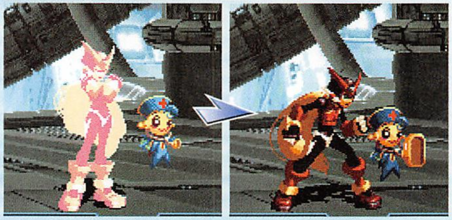
*Restores 15 of your own health

[Cyber Elf (Nurse B)

|Special Moves

◆ Charge + B

Dm:16	C.Dm: 16	Stn:8
G.C:8	Gd: Standing/Crouching	Cn:–

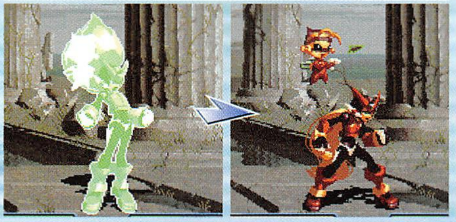


Cyber Elf (Hachi)

|Special Move

Charge + C

Dm:10	C.Dm:10	Stn:8
G.C:8	Gd: Standing/Crouching	Cn:–

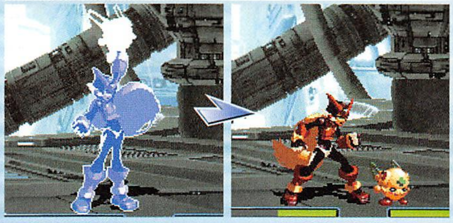


Cyber Elf (Mettol)

|Special Move

Charge + D

Dm:0	C.Dm:0	Stn:0
G.C:0	Gd:Crouch	Cn:–

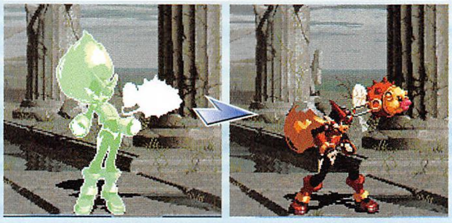


[Cyber Elf (Fugu)

|Special Move

Charge + A or B or C or

Dm:0	C.Dm:0	Stn:0
G.C:0	Gd: crouch	Cn:–



~About charge-type special moves~ Special moves with the name "Charge" only produce a normal attack or similar wrapped in light at the moment of input (if input during a cancel, nothing comes out). You hold the button, and the move activates when the light's color changes and you release the button.

● Buster Shot

A projectile that fires a bullet forward. Even if guarded, it does not chip away health, but it has a small recovery gap, making it effective as a zoning tool.

● Charge Shot

Enhanced Buster Shot. It pierces projectiles and, on hit, knocks the opponent away while leaving their hitbox intact.

● Triple Rod

A technique that spins a triple rod overhead. The ground version is an attack Invincible until just before the attack is triggered, and with strong hit detection, it can be used as an anti-air. On the other hand, the aerial version lacks invincibility time but can nullify projectiles. In both cases, when it hits in the air the opponent is launched while still in a vulnerable state, so follow-ups are possible depending on the situation.

● Charge Rod

Enhanced version of the Triple Rod. It has more hits than the Triple Rod and, accordingly, deals greater damage.

● Zett Saber

A technique that swings the saber downward. The ground version can follow up continuously from a strong attack; while winding up, there is a guard point everywhere except the feet. The aerial version will force a knockdown if it connects.

●Charged Slash

Enhanced version Zett Saber. Its startup is slow, but on hit it deals Knock the opponent away while leaving the hitbox for being hit intact.

● Shield Boomerang

A technique that creates a shield of light. Its attack hitbox is small but it can negate projectiles. If it forces the opponent to guard, it results in a multi-hit guard, allowing you to chip away a significant amount of health while putting yourself in a favorable position.

~About Cyber Elves~

There are five types of Cyber Elves (Nurse A, Nurse B, Hachi, Mettool, Fugu), each with a limited number of uses; they can be deployed at most three times per match. Also, note that Nurse B, Hachi, and Fugu cannot be summoned simultaneously.

●Cyber Elf (Nurse A)

Calls a nurse who restores a small amount of health. The motion is long, and if attacked before it finishes, the healing will not occur.

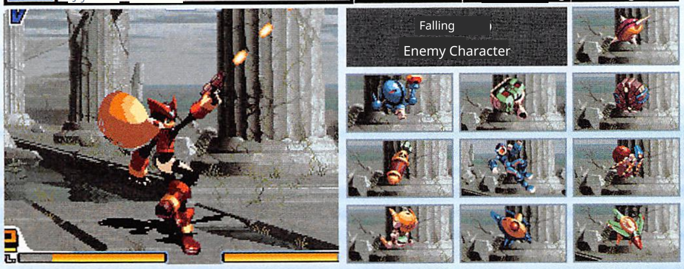
Irregular Hunt

|Special Move|

Jiyutei Gold + A or C

Dm:16 C.Dm:16 Stn:12

G.C:12 Gd: Standing/Crouching Cn:—



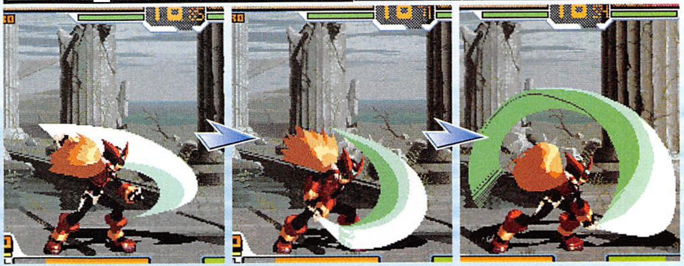
Three-Stage Slash

|Special Move|

↓↘→+A or C (input 3 times consecutively)

Dm:9+9+12 C.Dm:11, 11, 14 Stn:9, 9, 12

G.C:9, 9, 12 Gd: Stand/Crouch Cn: do

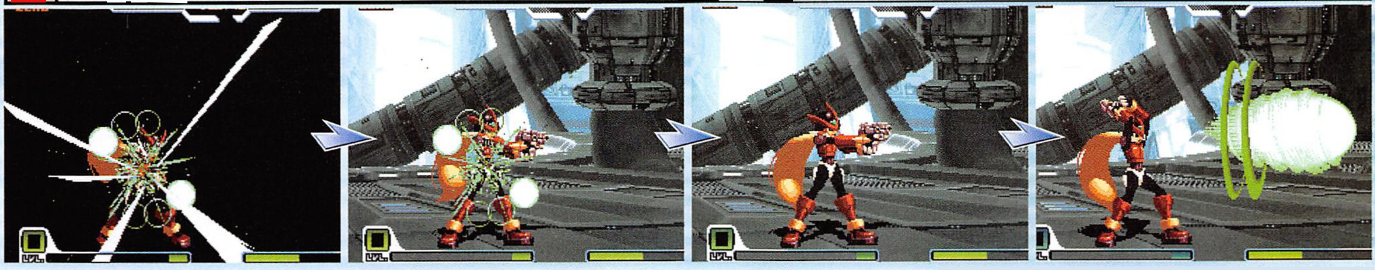


Super Spiral Shot

Finishing Move Gold + A or C

Dm:*1 C.Dm: ①38, ②30, ③32, ④342 Stn: 0 (common to all levels)

G.C:0 (common to all levels) Gd: Standing/Crouching (common to all levels) Cn: (common to all levels)



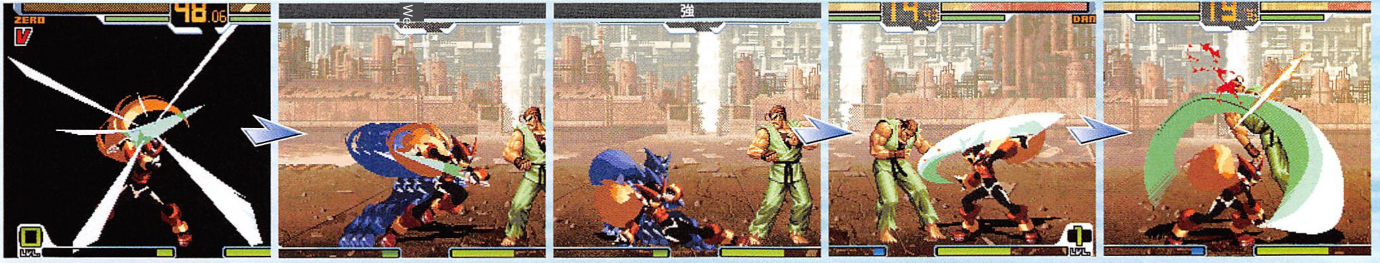
※1: Stage 1: 38; Stage 2: 30×5; Stage 3: 32×5; Stage 4: 34×5

※2: Circled numbers indicate charge stages

Ultimate Saber

Super Finishing Move ↓↘→+BorD

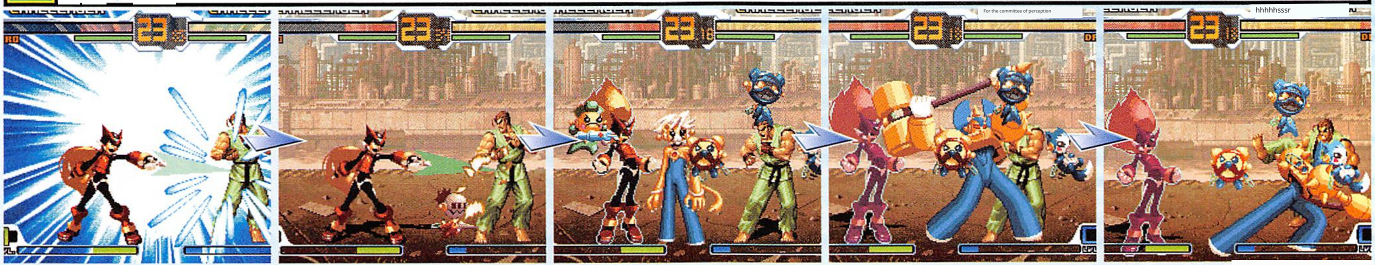
Dm:0+3×10+38 C.Dm:0, 3, 38 Stn:0 G.C:0 Gd: Standing/Crouching Cn: Crouching



EXCEED **Cyber Elf Force**

A·A·B·D ↓ ·

Dm:0+36※ C.Dm:0, 36 Stn:0 G.C:0 Gd:G No Cn:—



*Restores 45 of the user's health

● Cyber Elf (Nurse B)

Summons a nurse who absorbs projectiles. She remains stationary until she either takes a projectile or nine counts pass. When she absorbs a projectile, it is absorbed and the power gauge increases by one Level (Lv 1). ● Cyber Elf (Hachi)

Summon a bee that shoots needles forward or forward-upward. The needles travel slowly, so use them as a shield to create openings for offense. ●Cyber Elf (Metool)

Summons a Metool that slowly moves along the ground. It is considered a low attack; on hit the opponent is transformed into a Metool, and for about 8 counts they can only walk and jump. ●Cyber Elf (Puffer)

Summons a pufferfish that hovers/stays in front of the user. Appears in the order A to D.

The summoned object's position rises, and it reacts and explodes when an opponent touches it. The struck opponent remains in a hitstun state for a brief moment, so if you attack quickly you can follow up with a combo. ● Irregular Hunt

Shoot at the upper part of the screen to shoot down enemy characters and attack. Enemies fall farther when hit by a strong attack than by a weak one. Note that only the falling enemy characters have attack hitboxes. ● Three-stage slash

A technique that slashes three times in succession. It has quick startup and will combo even from weak attacks, dealing high damage, so it is ideal for combos. However, be careful: if the distance is too far, the second hit will whiff. ●Spiral Shot

Fires a giant projectile forward. The attack itself has slow startup

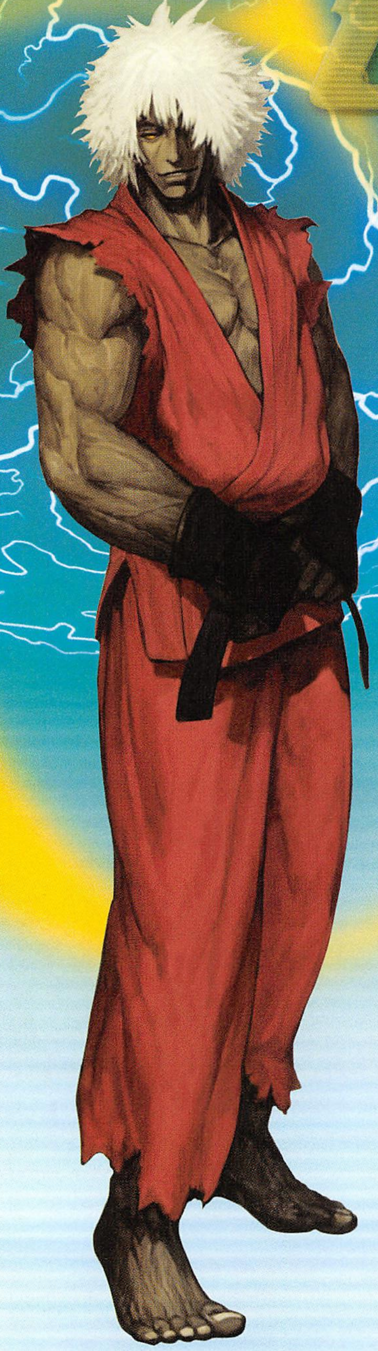
カ The projectile is very fast and can even pierce normal projectiles, making it useful as a counter to the opponent’s projectiles. ●Ultimate Saber

Performs a rushing attack that locks on and enables follow-up combo attacks on hit. The invincibility window is short but the startup is fast, so it is mainly used in combos. It will combo even from weak attacks. The strong version can move through the air to avoid airborne projectiles while attacking. ●Cyber Elf Force

The Cyber Elf (armor type) moves forward slowly; on hit, numerous Cyber Elves provide support and attack. Damage is small, but it is notable for restoring health and boosting defense and speed. It cannot be guarded against, so it’s effective when layered onto an opponent’s wake-up.

VIOLENT KEN

Brainwashed Ken



Ken, brainwashed by Shadaloo and turned violent. His mobility in jumps and forward/back movement is inferior to standard Ken, but that can be covered by the Rasetsu Kick movement attack. His combo damage has increased, so he can be considered to have many power-up elements.

Face Pattern

AC Button Color

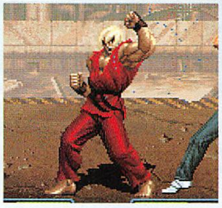
BD Button Color

Front Step

Backstep

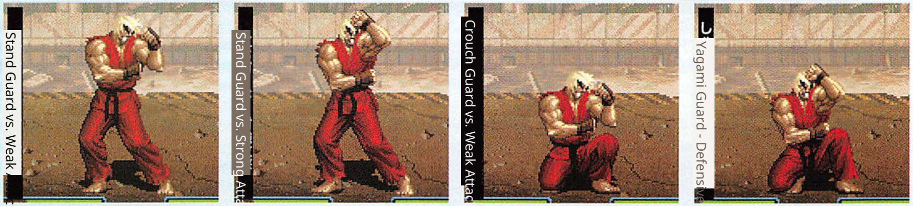
Taunt

Throw Escape



Usually throw failed

Guard



Stand Guard vs. Weak Attack

Stand Guard vs. Strong Atta

Crouch Guard vs. Weak Attac

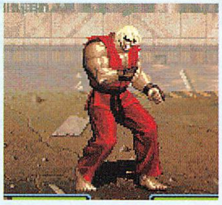
Yagami Guard - Defense vs. Strong Attack

Get-up

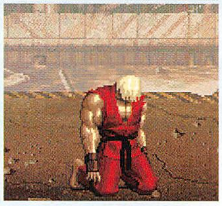
Guard Crush

Spiral Knockback

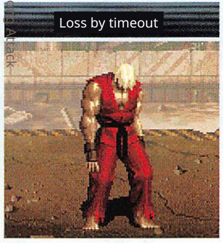
Stun



Defeated by Scrape

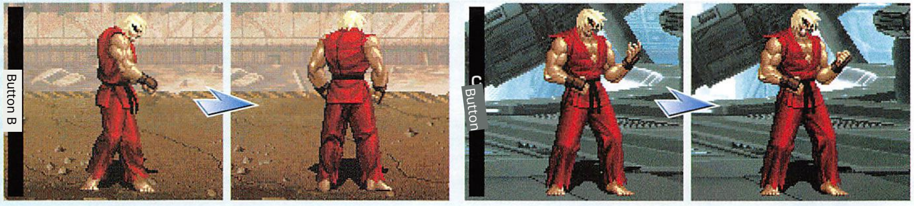


Loss by timeout



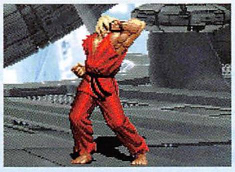
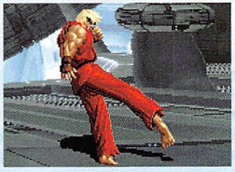
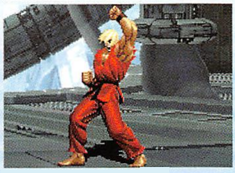
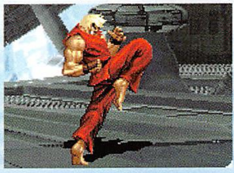
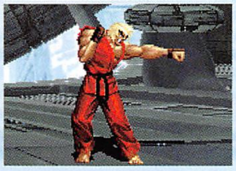
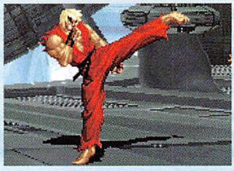
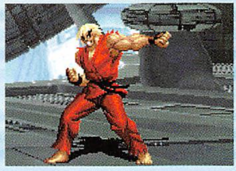
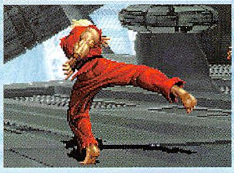
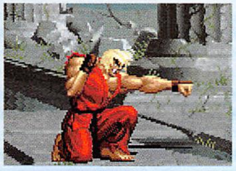
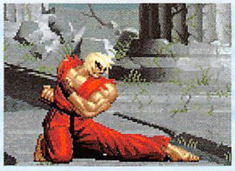
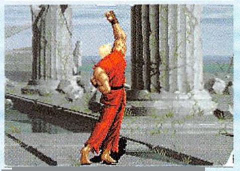
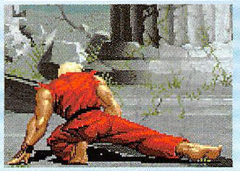
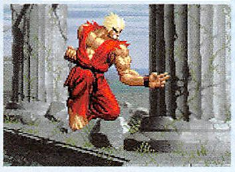
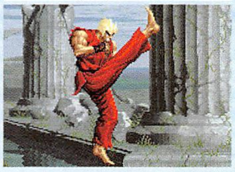
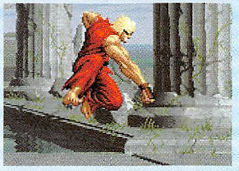
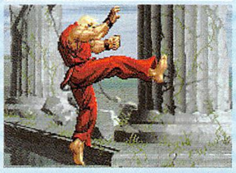
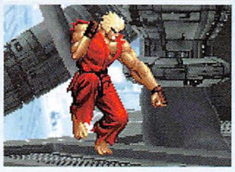
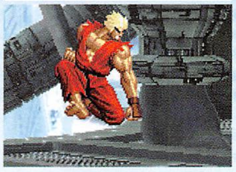
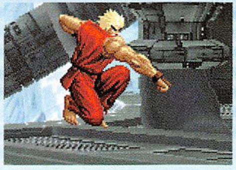
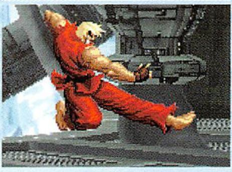
Intro Scene

Victory Pose



Button B

C Button

	A button	Button B	C button	D button
Close-range standing attac	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: Standing / Crouching Cn: Link Special Required 	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: Stand/Crouch Cn: special required 	Dm:18 C.Dm:24 Stn:18 G.C:16 Gd:Standing/Crouching Cn: special required  ※Cancelable only at startup	Dm:18 C.Dm:24 Stn:18 G.C:16 Guard: Stand/Crouch Cn:× 
Long-range standing attac	Dm:6 C.Dm:7 Stn:6 G.C:9 Gd: Standing / Crouching Cn: Link Special Required 	Dm:6 C.Dm:7 Stn:6 G.C:9 Gd: Stand/Crouch Cn:x 	Dm:18 C.Dm:24 Stn:18 G.C:16 Gd: Stand/Crouch Cn: Super 	Dm:18 C.Dm:24 Stn:18 G.C:16 Gd: Standing/Crouching Cn:× 
Crouching attacks	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: Stand/Crouch Cn: Continuous Special Required 	Dm:5 C.Dm:6 Stn:5 G.C:8 Gd: crouch Cn: linked special 	Dm:16 C.Dm:17 Stn:16 G.C:16 Gd: Standing/Crouching Cn:×  *At startup it is a special normal; after it has fully extended it becomes a super	Dm:18 C.Dm:24 Stn:18 G.C:16 Gd: crouch Cn:Special Required 
Vertical jump attacks	Dm:6 C.Dm:7 Stn:6 G.C:9 Gd: Stand Cn:× 	Dm:6 C.Dm:7 Stn:6 G.C:9 Gd:Stand Cn:× 	Dm:18 C.Dm:24 Stn:18 G.C:16 Gd: Stand Cn:x 	Dm:18 C.Dm:24 Stn:16 G.C:16 Gd: Stand Cn:× 
Diagonal jump attack	Dm:6 C.Dm:7 Stn:6 G.C:9 Gd: Stand Cn:× 	Dm:6 C.Dm:7 Stn:6 G.C:9 Gd: Stand Cn: hit 	Dm:18 C.Dm:24 Sth:18 G.C:16 Gd: Stand Cn:x 	Dm:18 C.Dm:24 Stn:16 G.C:16 Gd: Stand Cn:× 

Ground normal moves

Crouching B is a low-hitting move and can be canceled into various actions, making it a primary tool in close-range combat. The usual tactic is to perform it in 2–3 successive hits, confirm a hit during that sequence, and on hit link into Kudōryū Reppa (Nine-Headed Dragon Cleaving). Crouching D and far standing D both have long reach and are useful for poking, but they are easily targeted by GC Front Step, so they should not be overused.

Normal Jump Attacks

The forward jump attack with the strongest downward hitbox is forward jump B, but it suffers from short reach. Use it only when you want to beat low-profile moves like Dhalsim's +D. The main jump-in attack should be jump D — it has long reach and is easy to cross up.

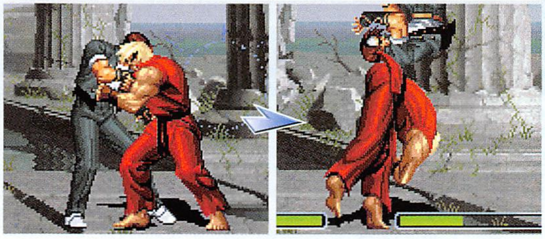
Throws / Special Moves / Others

The aerial throw has a wide range and pulls the opponent in as it throws. If you jump in and input D → delay slightly then press C, it will be an aerial throw if within throw range; otherwise it will become a jumping D, so remember this. +B is a mid attack. Its reach is surprisingly long, so you can hit from a slightly distant position. +D is a long-reaching low attack. It comes out quickly and has little recovery, so this will be your main ground option. Use small steps from a front step and other techniques to gain the advantage in ground combat.

Throw Back throw

Approach and press A and B simultaneously

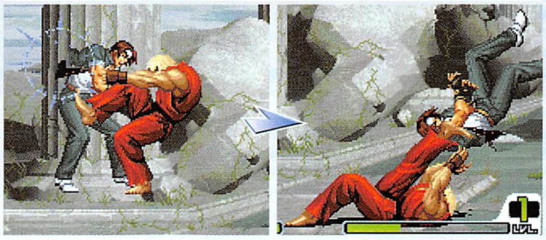
Dm:22 C.Dm:22 Stn:0 G.C:0 Gd:throw Cn:×



投げ | Hell Wheel

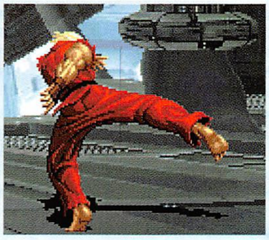
Close in mid-air and press AB or CD simultaneously

Dm:18 C.Dm:18 Stn:0 G.C:0 Gd: Th[illegible]



Guard Cancel Attack

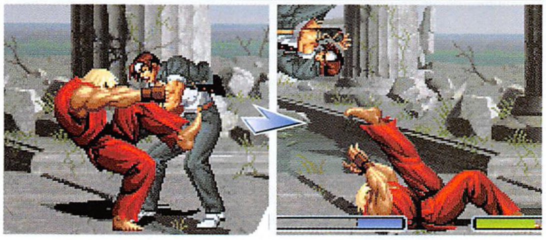
Dm:0 C.Dm:0 Stn:0
G.C:0 Gd: Standing/Crouching Cn:×



Throw Hell Cart

Close in and press C and D simultaneously

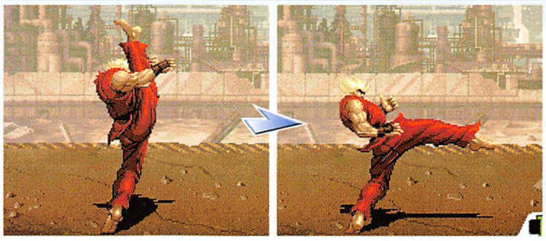
Dm:22 C.Dm:22 Stn:0 G.C:0 Gd:throw Cn:×



special | Lightning Heel Split

→+B

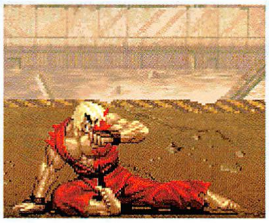
Dm:16 C.Dm:20 Stn:16 G.C:11 Gd: Stand Cn:×



special Ankle Kick

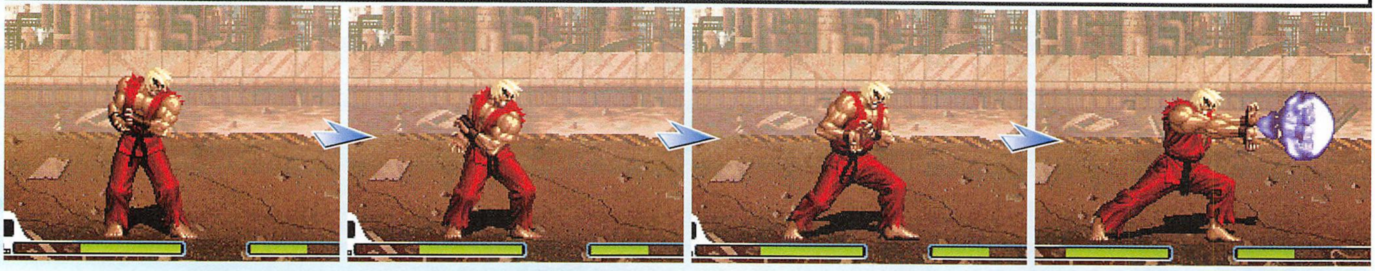
↘+D

Dm:16 C.Dm:20 Stn:16
G.C:11 Gd: crouch Cn: Requir



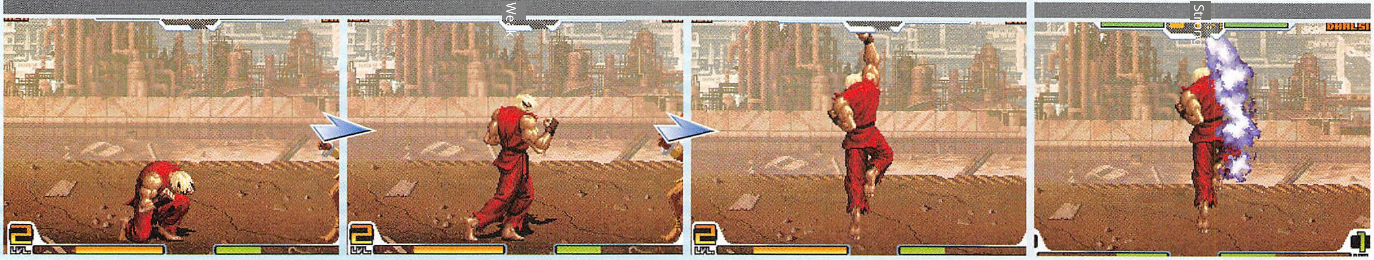
|Special Move Hadouken
+AorC

Dm:15 C.Dm:19 Stn:8 G.C:8 Gd: Standing/Crouching Cn:—



||Special Move Rising Dragon Punch
+AorC

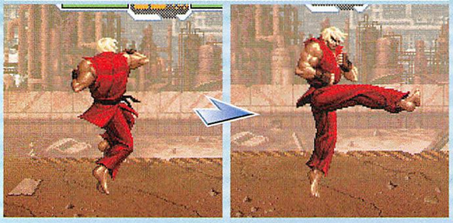
| Dm:20+11·13×2+10 C.Dm:22·16 (Air 13) Stn:8+8·8×2+8 G.C:8+88×2+8 Gd: Standing/Crouching Cn:※



※Both strong and SC (weak)

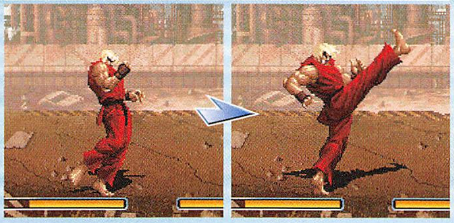
Special Move Dragon Tornado Kick
Guard + Back or Down (usable in air)

Dm:12×2·12×6 C.Dm:14 Stn:4×2 · 4×4
G.C:4×2·4×4 Gd: Standing/Crouching Cn: do



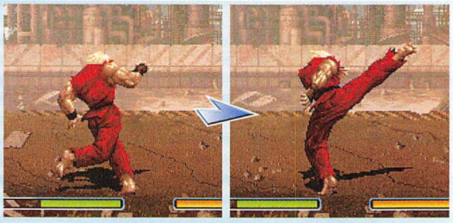
|Special Move | Hatchet Drop Kick
◆ Kushiro +B

Dm:21 C.Dm:24 Stn:5
G.C:5 Gd: Standing/Crouching Cn: do



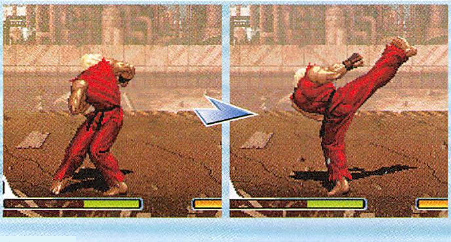
|Special Move Sickle Sweep Kick
+D

Dm:14×2 C.Dm:16 Stn:5×2
G.C:5×2 Gd: Standing/Crouching Cn: do



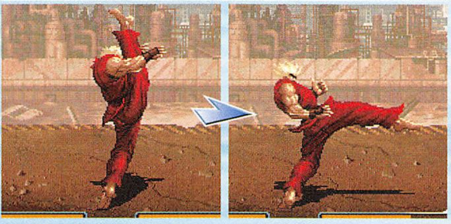
|Special Move Large outward roundhouse kick
Press simultaneously with this issue

Dm:21 C.Dm:24 Stn:5
G.C:5 Gd: Standing/Crouching Cn:—



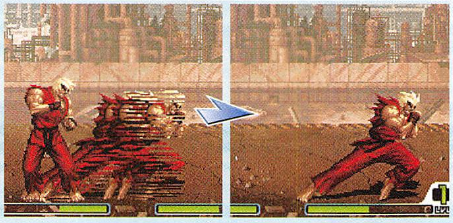
|Special | Lightning Heel Split
After scythe-swipe kick or cleaver-drop kick or large outward roundhouse kick, hold the button

Dm:11C.Dm:14Stn:5 C.Dm:14
G.C:5Gd Gd:sta Cn:—



Special Move Rasetsu Kick (Rasetsu Kyaku)
+BorD

Dm:0 C.Dm:0 Stn:0
G.C:0 Gd:— Cn: do



●Hadoken

A projectile special move in which the user gathers ki in both hands and releases it forward. Its main use is to zone at a distance, but it has large recovery, so it is dangerous if it is read. Ideally, use this move only occasionally to make the opponent aware of it, bait a jump, and then punish with an anti-air like the rising dragon punch described later. Also, at point-blank range it can be linked from a strong attack into a combo, but such usage is rarely necessary. ●Rising Dragon Punch

A special move where the fighter thrusts one arm out and rises upward. The weak version jumps only a short distance, while the strong version leaps much higher. The weak version is invulnerable all over until just before the attack hitbox comes out, and even after the hitbox appears the lower legs are invulnerable. On the other hand, the strong version is fully invulnerable until after the attack hitbox appears, so it can be relied on as an anti-air. The strong version is a three-hit move; the fist is enveloped in flames and a burning effect is displayed on hit. ●Tatsumaki Senpukyaku (Tornado Whirlwind Kick)

A special move where the user lightly hovers in the air and rushes forward while performing spinning kicks. It can be comboed from a weak attack, but it is awkward to use because you may still get punished after hitting. The true value of this move is its air version. Brainwashed Ken's air Tatsumaki Senpukyaku, like the ground version, moves perfectly horizontally (it moves forward during a forward vertical jump and backward during a backward jump), so if you perform it from a backward jump you can safely retreat while building meter. On the ground, inputting He + B or D will make the move come out quickly, so it is recommended. 144

●Drop Kick

A special move that swings the leg forward in a large arc. It can be incorporated into combos from a strong attack, but except for some characters it does not hit crouching opponents.

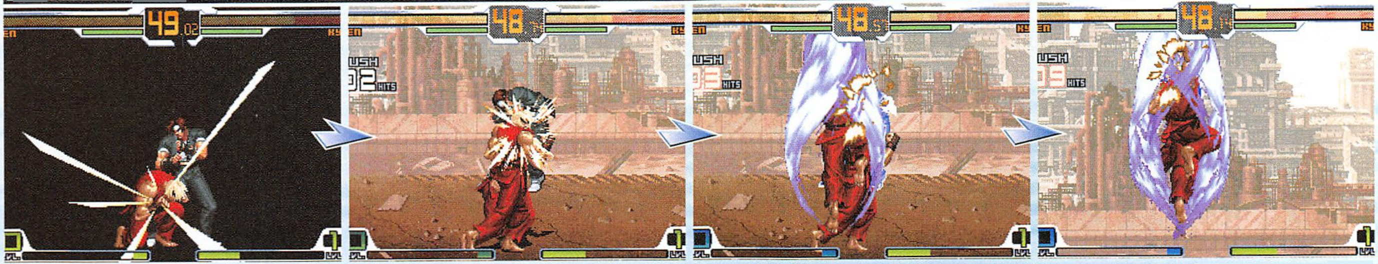
By holding the button down, you can transition into the Lightning Heel Split described later, but even if the Axe Drop Kick hits, the Lightning Heel Split will not hit as a follow-up. ●Sickle Sweep Kick

A special move that delivers a two-hit high kick forward. It can be comboed from a close-range weak attack, but other special moves are usually used in combos, so it will rarely see use.

By holding the button down, you can transition after the first hit into the Lightning Heel Split.

Super Ultimate Shoryuken Slash
[illegible] or D

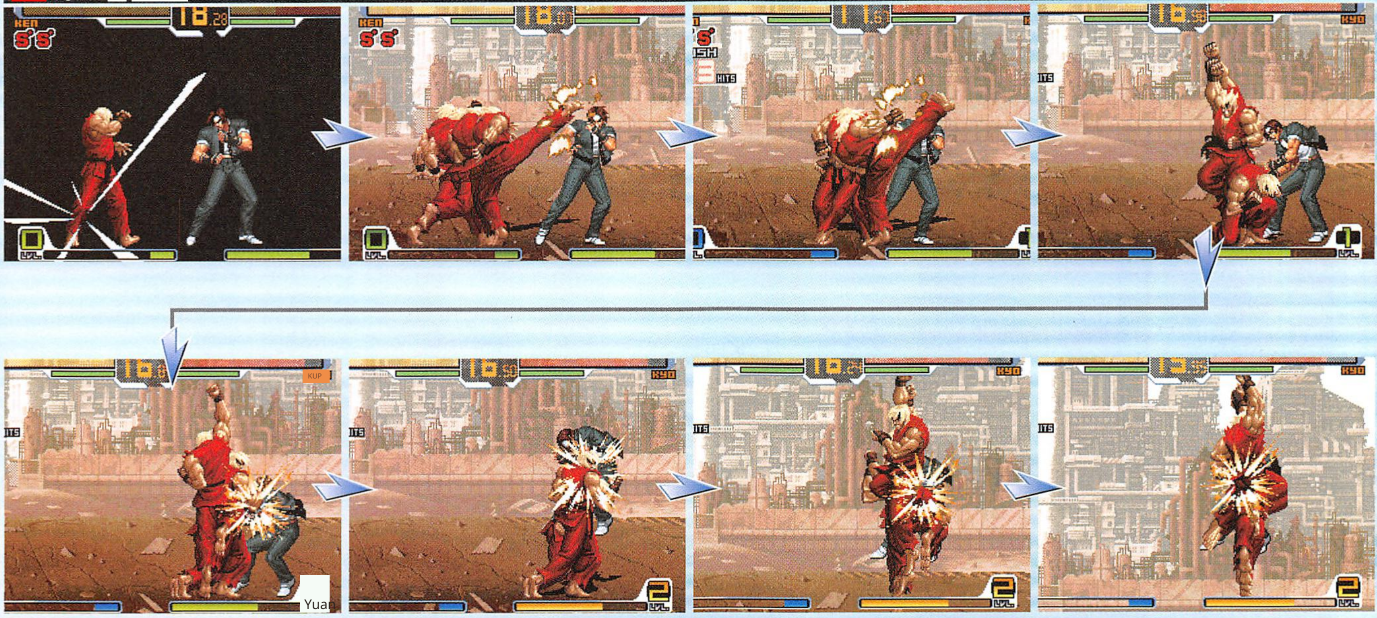
Dm: 30×9 ~ 16% | C.Dm:32 | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:–



※Number of hits changes when the button is mashed

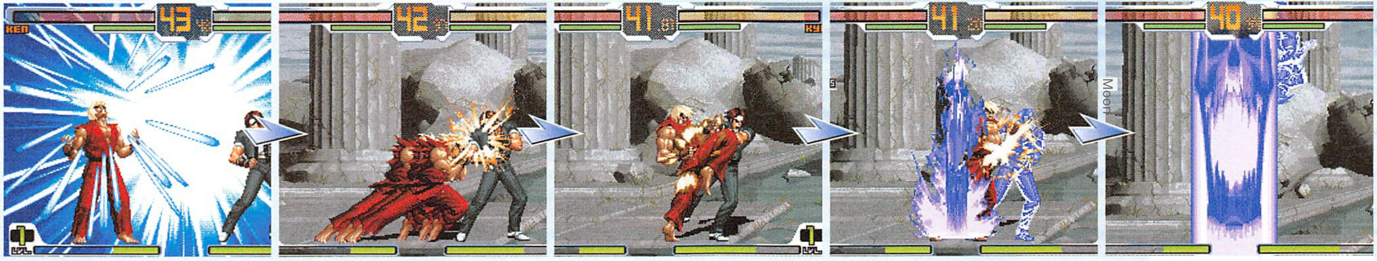
Super EX "Nine-Headed Dragon Rift" Finishing Move
Gold + B or D

Dm:30×19 | C.Dm:32 | Stn:0 | G.C:0 | Guard: Stand/Crouch | Cn:–



EXCEED Divine Martial Annihilation
Press Gold + AC simultaneously

Dm:0+3×10+112 | C.Dm:※ | Stn:0 | G.C:0 | Gd: Standing/Crouching | Cn:–



※ Startup 0, Rapid press 3, Finish 112

●Large Outside Sweeping Kick

A special move that delivers a large swinging kick forward. It can be used in combos starting from a weak attack, and if it hits it will knock the opponent down; however, except for some characters, it will whiff against crouching opponents.

By holding the button for this move, you can also transition into the Lightning or Kakato Wari follow-up.

●Inazuma Heel Drop

The special moves that can be performed from the three aforementioned kick techniques. Because this move has slow startup, it will not combo from the preceding attack, but since it is a mid attack, it is used to break an opponent's guard. ●Rasetsu Kick

A special move in which the user moves in an instant at a speed that leaves an afterimage.

The weak version has a short travel distance, while the strong version travels far. From the moment it is executed the user becomes invulnerable and can pass through the opponent on contact. However, the user becomes vulnerable toward the end of the movement. It can be used to approach while passing through projectiles or to evade and run away from the opponent. ●Shenryu Fist

An EX special that spins while performing a vertically rising Shoryuken. Because it retains invulnerability even after its attack hitbox becomes active, it is reliable as an anti-air. It can technically combo from a light attack, but it is more often used as a follow-up after the Nine-Headed Dragon Rending described below. Its power is inferior to Ken's EXCEED Shenryu Fist.

●Nine-Headed Dragon Rending

A move that flows smoothly through Gale Flash Kick ~ Shoryuken ~ Shenryu Fist.

After it hits, you can follow up on a falling opponent with a strong Shoryuken or Shenryu Fist, so the total damage becomes considerable. It also connects from moves like crouching Bxn, so there will be many opportunities to finish with it.

Also, because the entire body remains invulnerable until after the attack hitbox becomes active, taking advantage of its large return makes it useful for wake-ups and interrupting attempts.

●Shinbu Destruction

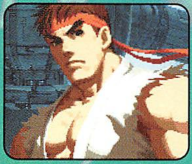
Performs a rushing attack; if the rush hits it transitions into a flurry attack. It does not become a combo from weak attacks, but it can be finished from crouching B→+D or from Kuzuryū Reppa, so this is not an issue. Also, there is invincibility until after the attack hitbox appears, so it can be used to interrupt opponents, and even if guarded the recovery is small.

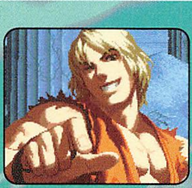
CHARACTER VOICE LIST

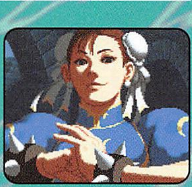
Capcom's characters, given new life by the hands of SNK Playmore. You will likely discover a new charm in them that is different from before.

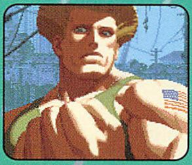
-CAPCOM side-

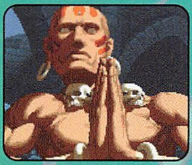
VOICE ACTORS

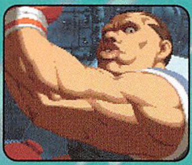

Ryu: Tomokazu Morikawa

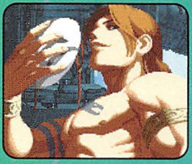

Ken: Monster Maezuka

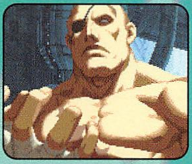

Chun-Li: Mari Mikawa

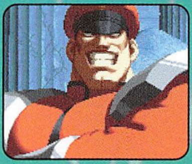

Guile Nishikawa Takenosuke

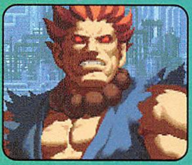

Dhalsim: Yano Eiji


M. Bison: Nagashiro Satoshiye


Balrog (Vega in Japanese) - Nouveau riche: Kiyotomi


Sagat: Hiroshi Mizutsu


Vega: Norio Wakamoto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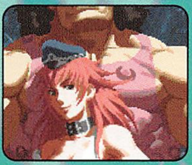
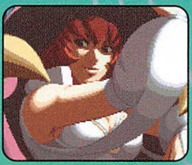

Hugo: Wataru Takagi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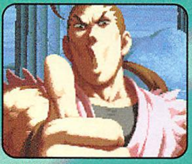
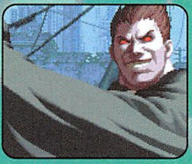
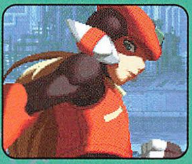
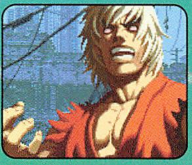
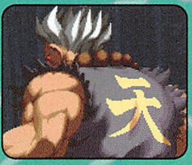
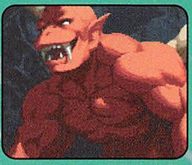

Shot caller: Osamu Hosoi


Demitri Maximoff: Nobuyuki Hiyama


Mega Man Zero: Yuto Kazama


Brainwashed Ken: Monster Maezuka


Shin-Gouki Nishimura Shiru


Red Armorer: Kiyotomi Narikin'ya

Ryu

■Performance Voice■

Entrance	"Take this"
Taunt	"Bring it on"
Victory	"You're still getting up...?"
Light Damage	"Nuah!"
Heavy Damage	"Noah"
Throw Damage	"Noouaha!"
Special Move Damage	"Noguaha!"
Final Down	"Gufa!"
Knee-collapse Down	"Guu!"
Throw Escape	"Nuf"
Down Recovery	"I'll get serious."

■Attack Voice Lines■

Light Attack	"Huh"
Strong Attack	"Seiya!"
Guard Cancel Attack	「はあっ」"
AB Throw	"Toiya"
CD Throw	"Haa!"
Clavicle Break	"Huh"
Spinning Kick	"Huh"
Ankle Kick	"Haa!"
Hadouken	"Hadouken"
Shoryuken	"Shoryuken"
Tatsumaki Senpukyaku	"Tatsumaki Senpukyaku" (Tornado Whirlwind Kick)
Tatsumaki Senpukyaku (air)	"Seiya!"
Burning Hadoken	"Huh"
Vacuum Hadoken	"Shinkuu" "Hadoken"
Vacuum Tatsumaki Senpukyaku	"Shinkuu Tatsumaki"
True Shoryuken	"Shin" "Shoryuken"

Ken

■Performance Voice■

Entrance	"It's my turn"
Taunt	"Bring it on"
Victory	"Yay!"
Victory 2	"I did it!"
Weak Damage	"Uo!"
Strong Damage	"Uoooh!"
Throw Damage	"Uoooh!"
Special Move Damage	"Gwaa!"
Final Down	"Uwaaaaa!"
Knee-collapse down	"Ugh, aaaah"
Down avoidance	"No way I'll let you"

■Performance Voice■

Light attack	"Hah"
Strong Attack	"Ooraa!"
Guard Cancel Attack	"[illegible]ka!"
AB Throw	"Ora!"
CD Throw	"Oraaa~"
Thunder Heel Split	"Got you"
Ankle Kick	"Hmph!"
Hadouken	"Hadouken"
Rising Dragon Fist	"Shoryuken"
Dragon Tornado	"Tatsumaki Senpukyaku" (Tornado Whirlwind Kick)
Tatsumaki Senpukyaku (air)	"Ouraa~"
Cleaver Drop Kick ~Lightning Heel Split	"Hmph!" "Oorah~"
Sickle Sweep Kick ~Lightning Heel Split	"Hmph!" "Oorah~"
Big Outer Roundhouse Kick ~Lightning Heel Split	"Hmph!" "Oorah~"
Shoryu Retsuha	"Let's go!" "Shoryu" "Reppa"
Gale Thunderfoot	"Let's go!" "Shippū" "Jinrai Kick"
Shenlong Fist	"Let's go!" "Shinryu Ken"

Chun-Li

■Performance Voice■

Appearance (for Vega only)	"Surrender!!"
Taunt	"Sorry!"
Victory	"Sorry!"
Victory 2	"Hahaha" "Yay!"
Victory (for Vega only)	"Father......"
Minor damage	"Ugh!"
Heavy Damage	"Ah!"
Throw Damage	"Hff!"
Special Move Damage	"Nnagh!"
Final Down	"Aaaahhh—!!"
Knee-collapse Down	"Kuh... aaaah!"
Throw Escape	"Hai!"
Down Recovery	"What the—!"

■Attack Voice■

Light Attack	"Yah!"
Strong Attack	"Hai!"
Guard Cancel Attack	"Hah"
AB Throw	"Hai!"
CD Throw	"Yah!"
Air throw	"Yah!"
Hadouken	"Hadouken!!"
Hyakuretsu Kyaku (Hundred Rending Legs)	"Yah!"
Spinning Bird Kick	"Spinning Bird Kick!"
Tensho Kick	"Tensho Kyaku!!"
旋円蹴	"Sen En Shuu!!"
Tenshin Enbu (Spinning Body Waltz)	"Hah!"
Qigong Palm	"Haaaaa" "Qigong!"
Fengyi Fan (Phoenix Wing Fan)	"Hiiieeeaaa" "Yes!"
Basan Tensho-kyaku (Basan Rising Kick)	"Mbasan Tensho-kyaku!!"

Guile

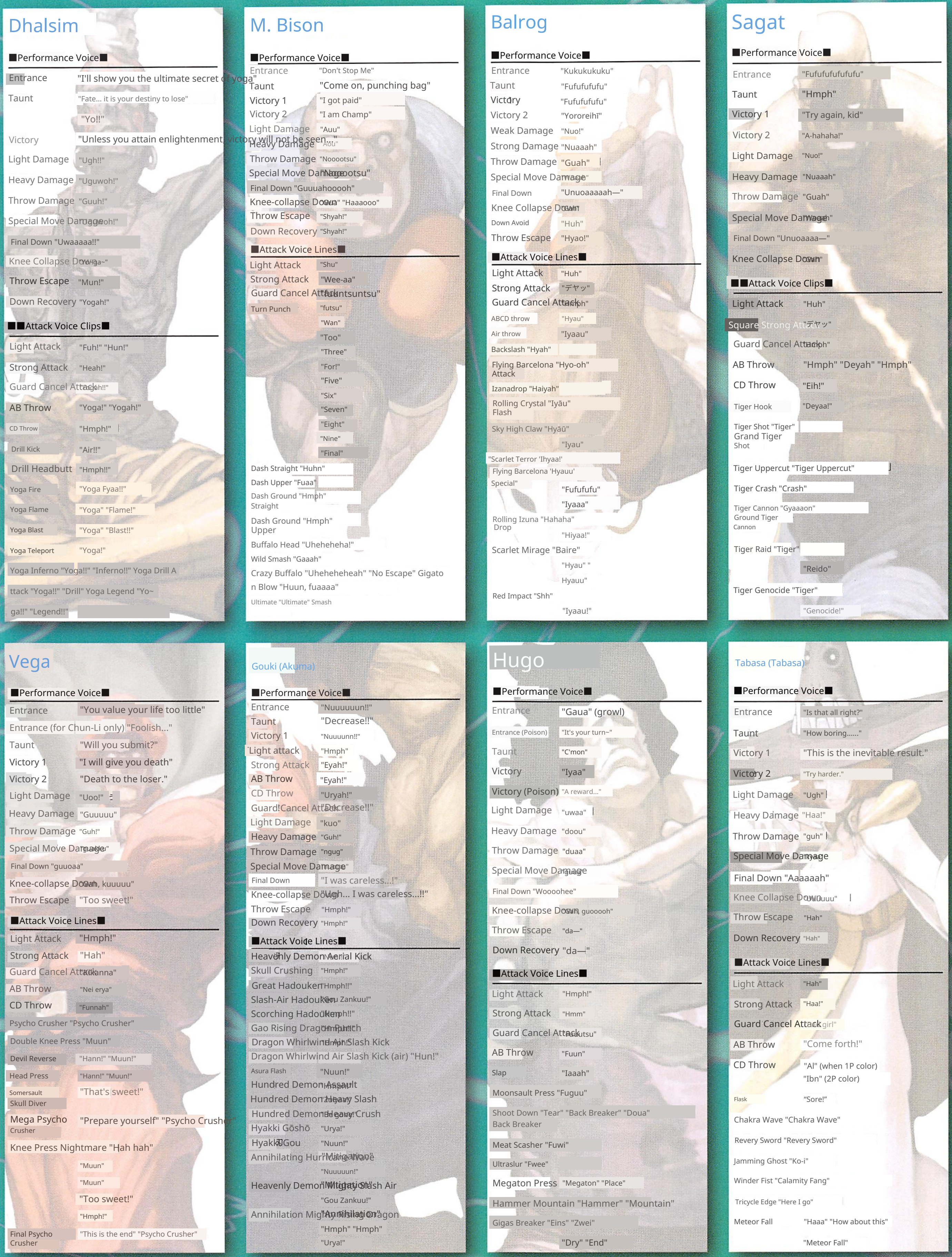
■Performance Voice■

Entrance	"Let's battle"
Taunt	"C'mon"
Victory 1	"Good job"
Victory 2	"Easy Operation"
Light Damage	"Ugh"
Heavy Damage	"Guaaah"
Special Move Damage	"Nooah!"
Final Down	"Nuuoaahhh!"
Knee Collapse Down	"Nono... (No......)"
Down Recovery	"Huh"

■Attack Voice■

Light Attack	"Huh"
Strong Attack	"Hmph!"
Guard Cancel Attack	"Hmph!"
AB Throw	"Tei-ya!"
CD Throw	"Hah!"
Air throw	"Tei-ya!"
Sonic Boom	"Sonic Boom!"
Somersault Kick	"Somersault!"
Somersault Strike	"Getti! (Get it)" "Wan (One)" "Two (Two)" "Strike! (Strike)"
Total Wipeout	"Huuuun" "Hun!" "Huh!"
Somersault Slash	"S, Laaaaaash!! (Slash)"
Sonic Hurricane	"Ready, set! (Ready set)" "Shu!! (Shoot)"

Character Voice List



Dhalsim

■Performance Voice■

Entrance	"I'll show you the ultimate secret of yoga"
Taunt	"Fate... it is your destiny to lose"
	"Yo!!"
Victory	"Unless you attain enlightenment, victory will not be seen..."
Light Damage	"Ugh!!"
Heavy Damage	"Uguwoh!"
Throw Damage	"Guuh!"
Special Move Damage	"Uguwoh!"
Final Down	"Uwaaaaa!!"
Knee Collapse Down	"Yo~ga~"
Throw Escape	"Mun!"
Down Recovery	"Yogah!"

■■Attack Voice Clips■

Light Attack	"Fuh!" "Hun!"
Strong Attack	"Heah!"
Guard Cancel Attack	"Yogah!!"
AB Throw	"Yoga!" "Yogah!"
CD Throw	"Hmph!"
Drill Kick	"Air!!"
Drill Headbutt	"Hmph!!"
Yoga Fire	"Yoga Fyaa!!"
Yoga Flame	"Yoga" "Flame!"
Yoga Blast	"Yoga" "Blast!!"
Yoga Teleport	"Yoga!"

Yoga Inferno "Yoga!!" "Inferno!!" Yoga Drill Attack "Yoga!!" "Drill" Yoga Legend "Yoga!!" "Legend!!"

M. Bison

■Performance Voice■

Entrance	"Don't Stop Me"
Taunt	"Come on, punching bag"
Victory 1	"I got paid"
Victory 2	"I am Champ"
Light Damage	"Auu"
Heavy Damage	"Aou"
Throw Damage	"Nooootsu"
Special Move Damage	"Nagootsu"
Final Down	"Guuuahooooh"
Knee-collapse Down	"Gua" "Haaaooo"
Throw Escape	"Shyah!"
Down Recovery	"Shyah!"

■Attack Voice Lines■

Light Attack	"Shu"
Strong Attack	"Wee-aa"
Guard Cancel Attack	"fuuntsuntsu"
Turn Punch	"futsu"
	"Wan"
	"Too"
	"Three"
	"For!"
	"Five"
	"Six"
	"Seven"
	"Eight"
	"Nine"
	"Final"
Dash Straight	"Huhn"
Dash Upper	"Fuaa"
Dash Ground Straight	"Hmph"
Dash Ground Upper	"Hmph"
Buffalo Head	"Uheheheha!"
Wild Smash	"Gaaah"

Crazy Buffalo "Uheheheheah" "No Escape" Gigaton Blow "Huun, fuaaaa"

Ultimate "Ultimate" Smash

Balrog

■Performance Voice■

Entrance	"Kukukukuku"
Taunt	"Fufufufufu"
Victory	"Fufufufufu"
Victory 2	"Yororeihī"
Weak Damage	"Nuo!"
Strong Damage	"Nuaaah"
Throw Damage	"Guah"
Special Move Damage	"Waga"
Final Down	"Unuoaaaaah—"
Knee Collapse Down	"Gah"
Down Avoid	"Huh"
Throw Escape	"Hyao!"

■Attack Voice Lines■

Light Attack	"Huh"
Strong Attack	"デヤッ"
Guard Cancel Attack	"Hmph"
ABCD throw	"Hyau"
Air throw	"Iyaau"
Backslash	"Hyah"
Flying Barcelona Attack	"Hyo-oh"
Izanadrop	"Haiyah"
Rolling Crystal Flash	"Iyāu"
Sky High Claw	"Hyāū"
	"Iyau"

"Scarlet Terror 'Ihyaa!'
Flying Barcelona 'Hyauu'
Special"

	"Fufufufu"
	"Iyaaa"
Rolling Izuna Drop	"Hahaha"
	"Hiyaa!"
Scarlet Mirage	"Baire"
	"Hyau" " Hyauu"
Red Impact	"Shh"
	"Iyaau!"

Sagat

■Performance Voice■

Entrance	"Fufufufufufufu"
Taunt	"Hmph"
Victory 1	"Try again, kid"
Victory 2	"A-hahaha!"
Light Damage	"Nuo!"
Heavy Damage	"Nuaaah"
Throw Damage	"Guah"
Special Move Damage	"Wagah"
Final Down	"Unuoaaaa—"
Knee Collapse Down	"Gah"

■■Attack Voice Clips■

Light Attack	"Huh"
Square Strong Attack	"デヤッ"
Guard Cancel Attack	"Hmph"
AB Throw	"Hmph" "Deyah" "Hmph"
CD Throw	"Eih!"
Tiger Hook	"Deyaa!"
Tiger Shot Grand Tiger Shot	"Tiger"
Tiger Uppercut	"Tiger Uppercut"
Tiger Crash	"Crash"
Tiger Cannon Ground Tiger Cannon	"Gyaaaon"
Tiger Raid	"Tiger"
	"Reido"
Tiger Genocide	"Tiger"
	"Genocide!"

Vega

■Performance Voice■

Entrance	"You value your life too little"
Entrance (for Chun-Li only)	"Foolish..."
Taunt	"Will you submit?"
Victory 1	"I will give you death"
Victory 2	"Death to the loser."
Light Damage	"Uoo!"
Heavy Damage	"Guuuuu"
Throw Damage	"Guh!"
Special Move Damage	"guaku"
Final Down	"guuoaa"
Knee-collapse Down	"Gah, kuuuuu"
Throw Escape	"Too sweet!"

■Attack Voice Lines■

Light Attack	"Hmph!"
Strong Attack	"Hah"
Guard Cancel Attack	"Kikanna"
AB Throw	"Nei erya"
CD Throw	"Funnah"
Psycho Crusher	"Psycho Crusher"
Double Knee Press	"Muun"
Devil Reverse	"Hann!" "Muun!"
Head Press	"Hann!" "Muun!"
Somersault Skull Diver	"That's sweet!"
Mega Psycho Crusher	"Prepare yourself" "Psycho Crusher"
Knee Press Nightmare	"Hah hah"
	"Muun"
	"Muun"
	"Too sweet!"
	"Hmph!"
Final Psycho Crusher	"This is the end" "Psycho Crusher"

Gouki (Akuma)

■Performance Voice■

Entrance	"Nuuuuuun!!"
Taunt	"Decrease!!"
Victory 1	"Nuuuunn!!"
Light attack	"Hmph"
Strong Attack	"Eyah!"
AB Throw	"Eyah!"
CD Throw	"Uryah!"
Guard Cancel Attack	"Decrease!!"
Light Damage	"kuo"
Heavy Damage	"Guh!"
Throw Damage	"ngug"
Special Move Damage	[illegible]
Final Down	"I was careless...!"
Knee-collapse Down	"Ugh... I was careless...!!"
Throw Escape	"Hmph!"
Down Recovery	"Hmph!"

■Attack Voice Lines■

Heavenly Demon Aerial Kick	"Nuu!!"
Skull Crushing	"Hmph!"
Great Hadouken	"Hmph!!"
Slash-Air Hadouken	"Gou Zankuu!"
Scorching Hadouken	"Hmph!!"
Gao Rising Dragon Punch	"Hmph!!"
Dragon Whirlwind Air Slash Kick	"Hmph!"
Dragon Whirlwind Air Slash Kick (air)	"Hun!"
Asura Flash	"Nuun!"
Hundred Demon Assault	"Hmph!"
Hundred Demon Heavy Slash	"Zuaa!"
Hundred Demon Heavy Crush	"Be gone!"
Hyakki Gōshō	"Urya!"
Hyakki Gou	"Nuun!"
Annihilating Hurricane Wave	"Mitigation"
	"Nuuuuun!"
Heavenly Demon Mighty Slash Air	"Mitigation!"
	"Gou Zankuu!"
Annihilation Mighty Rising Dragon	"Annihilation"
	"Hmph" "Hmph"
	"Urya!"

Hugo

■Performance Voice■

Entrance	"Gaua" (growl)
Entrance (Poison)	"It's your turn~"
Taunt	"C'mon"
Victory	"Iyaa"
Victory (Poison)	"A reward..."
Light Damage	"uwaa"
Heavy Damage	"doou"
Throw Damage	"duaa"
Special Move Damage	"guua"
Final Down	"Wooooohee"
Knee-collapse Down	"Gah, guooooh"
Throw Escape	"da—"
Down Recovery	"da—"

■Attack Voice Lines■

Light Attack	"Hmph!"
Strong Attack	"Hmm"
Guard Cancel Attack	"Fuuutsu"
AB Throw	"Fuun"
Slap	"Iaaah"
Moonsault Press	"Fuguu"
Shoot Down Back Breaker	"Tear" "Back Breaker" "Doua"
Meat Scasher	"Fuwi"
Ultraslur	"Fwee"
Megaton Press	"Megaton" "Place"
Hammer Mountain	"Hammer" "Mountain"
Gigas Breaker	"Eins" "Zwei"
	"Dry" "End"

Tabasa (Tabasa)

■Performance Voice■

Entrance	"Is that all right?"
Taunt	"How boring......"
Victory 1	"This is the inevitable result."
Victory 2	"Try harder."
Light Damage	"Ugh"
Heavy Damage	"Haa!"
Throw Damage	"guh"
Special Move Damage	"Kyaa"
Final Down	"Aaaaaah"
Knee Collapse Down	"Uuuuuu"
Throw Escape	"Hah"
Down Recovery	"Hah"

■Attack Voice Lines■

Light Attack	"Hah"
Strong Attack	"Haa!"
Guard Cancel Attack	"[illegible] girl"
AB Throw	"Come forth!"
CD Throw	"Al" (when 1P color) "Ibn" (2P color)
Flask	"Sore!"
Chakra Wave	"Chakra Wave"
Revery Sword	"Revery Sword"
Jamming Ghost	"Ko-i"
Winder Fist	"Calamity Fang"
Tricycle Edge	"Here I go"
Meteor Fall	"Haaa" "How about this"
	"Meteor Fall"

火引 弾

■Performance Voice■

Entrance	"I'll show you a legend"
Taunt	"All right!"
Victory	"Piece of cake!"
Victory 2	"We did it, old man!"
Light Damage	"Ah"
Heavy Damage	"Kah!"
Throw Damage	"Guh!"
Special Move Damage	[illegible]
Final Down	"I'm defeated!"
Knee-collapse down	"G-guhf"

■Attack Voice Lines■

Light Attack	"Fotsu"
Strong Attack	"Seiya!"
Guard Cancel Attack	"Ei!"
AB Throw	"Sorya!" "Ossha!"
CD Throw	"Oryaa!" "What's the matter, what's the matter?"
Gadou Fist	"Gadoken"
Koryuken	"Kōryūken"
Air-Clearing Kick	"Bang" "Seiya!"
Forward roll taunt	"Piece of cake!"
Backward roll taunt	"Let's go, ora!"
Air taunt	"Yippee!"
Crouching Taunt	"It's decided!"
Gado Shou Hoken	"Gadō" "Shōkōken"
Ultimate Tenchi Gado Thrust	"Take thissss!" "One-hit finishing moveee!" "No problem"
Taunt Legend	"Let's go, ora!" "Osshaa!" "Ora Ora!" "Don't you dare underestimate me!" "Over here, over here!" "Ura, ura!" "Yahooi" "Piece of cake" "That's decided"/"Got it"
Kōryū Rekkā (Bright Dragon Raging Fire)	"Saikyō-style Secret Technique" "Kōryū Rekka" (Bright Dragon Raging Fire)
Hisshō Burai Fist (Certain Victory Rogue Fist)	"Hisshōōō" ("Victoryyy") "ura ura ura ura" "Dah-daah" "Buraikeeeee"
Kandō	"This is the finishing blow—" "Oyajiiiii————"

Demitri Maximoff

■Performance Voice■

Entrance	"Fufufufufufu!"
Taunt	"Let's play!"
Victory 1	"It's decided!"
Victory 2	"Fufufufufufu!"
Light Damage	"Ugh!"
Heavy Damage	"Guh!"
Throw Damage	"Nnngh!"
Special Move Damage	[illegible]
Final Down	"Naaahhh!!"
Knee Collapse Down	"Nguutsu... Aaaaaa...."
Throw Escape	"Hmph!"
Down Recovery	"Hmph!"

■Attack Voice Lines■

Light Attack	"Huh!"
Strong Attack	"Hmph!"
GC attack	"Hmph!"
AB Throw	"Huh!"
Chaos Flare	"Fire!"
ES·Chaos Flare	"Get My Rage!! (Get My Rage)"
Demon Cradle	"Demon Cradle!!"
Bat Spin	"Here we go!!"
Midnight Bliss	"Camembert Baby" "Guuoooo!!" "............ It suits you!"
Demon Flare	"Go to hell!!"

Rockman Zero

■Performance Voice■

Entrance	"Mission start!"
Taunt	"No problem......" "F level!"
Light Damage	"Ugh!"
Heavy Damage	"Guh!"
Throw Damage	"Wah!"
Special Move Damage	"Uah!"
Final Down	"Uaaaahhh~!"
Knee-collapse Down	"Kuh...... ah...... aaaah......"
Throw Escape	"Too sweet......"
Down Recovery	"It's useless......!!"

■Attack Voice Lines■

Light Attack	"Ha!"
Strong Attack	"Hah!"
AB Throw	"Hah!"
Guard Cancel Attack	"Hah!"
Buster Shot	"Taa!"
Charge Shot	"Taa!"
Charged Slash	"Haaah!!"
Triple Rod	"Haah!!"
Charge Rod	"Haah!"
Three-stage Slash	"Huh!" "Huh!" "Hah!"
Shield Boomerang	"Shield!"
Irregular Hunt	"Taa!"
Cyber Elf	"Please!"
Spiral Shot	"Spiral!!"
Ultimate Saber (weak activation)	"Here we go......!"
Ultimate Saber (strong activation)	"I'll finish this!!"
Cyber Elf Force	"Haaahhhhhh!"

Brainwashed Ken

■Performance Voice■

Entrance	"So you're my opponent...?"
Entrance	"My assassination fist is perfected here..."
Taunt	"Come at me with everything!"
Victory 1	"You cannot satisfy my heart..."
Victory 2	"Strength is justice"
Light Damage	"Uah"
Heavy Damage	"Guahts"
Throw Damage	"Ugh"
Special Move Damage	"Guguh"
Final Down	"Uoaaaaah"
Knee-collapse Down	"Guh... ha..."
Throw Escape	"Too sweet!"
Down Recovery	"Haa!"

■Attack Voice Lines■

Light Attack	"Hah"
Strong Attack	"Yeaah"
Guard Cancel Attack	"Pointless"
ABCD throw	"Nuun"
Inazuma Heel Split	"Heah!"
Ankle Kick	"Douah!"
Hadouken	"Hadouken"
Rising Dragon Fist	"Shoryuken"
Dragon Tornado Kick	"Tatsumaki Senpukyaku" (Tornado Whirlwin
Tatsumaki Senpukyaku (air)	"Muun"
Cleaver Drop Kick ~Lightning Heel Split	"Doua" "Hea"
Sickle Sweep Kick ~Lightning Heel Split	"Douah" "Heah"
Outer Turning Kick ~Lightning Heel Split	"Douah" "Heatsu"
Rasetsu Kick (Rasetsu Kyaku)	[illegible] you go"
Shenlong Fist	Shinryūken
Nine-Headed Dragon Rift Break	"Kuzuryū Reppa"
Divine Martial Annihilation	[illegible] "Hah hah hah..."

Shin Gouki (True Akuma)

■Performance Voice■

Entrance	"Nuuuuuun!!"
Taunt	"Destruction!!"
Victory	"Nuuuunn!!"
Light Damage	"kuo"
Heavy Damage	"Guh!"
Throw Damage	"ngug"
Special Move Damage	"nuotsu"
Final Down	"I was careless...!"
Knee Collapse Down	"Guh...unfortunate...!!"
Throw Escape	"Ridiculous!"
Down Recovery	"Hmph!"

■Performance Voice■

Light Attack	"Hmph"
Strong Attack	"Heah!" "Uryaah!"
AB Throw	"Nunn!"
CD Throw	"Uryah!"
Guard Cancel Attack	"Decrease!!"
Heavenly Demon Aerial Kick	"Nun!!"
Skull Crushing	"Hmph!"
Heavy Hadouken	"Hmph!!"
Air-Slicing Hadouken	"Zankuu!"
Scorching Hadouken	"Hmph!!"
Gao Rising Dragon Punch	"Hmph!"
Dragon Whirlwind Air Slash Kick	"Hmph!"
Dragon Whirlwind Air Slash Kick (air)	"Hun!"
Ashura Flash	"Nuun!"
Damage-Reducing Grand Hadou	"Annihilation" "Nuuuuun!"
Heavenly Demon Mighty Slash Air	"Annihilation" "Gou Zankuu!"
Annihilation Mighty Rising Dragon	"My Rising" "Hmph" "Hmph" "Urya!"
Instant Prison Kill	"Nuun!" "Nuuuuun" "Decrease!!"

Reason

Red Arremer

■Performance Voice■

Entrance	"Yesssaaaaaahhhhhh—!"
Taunt	"グル
Victory	"Kukukuku......"
Victory 2	"Kyeeeeee—!!"
Light Damage	"Gah"
Heavy Damage	"Guf!"
Special Damage	"Gefuah!"
Final Down	"Gyo-goeeeee—!!"
Knee Collapse Down	"Ugugu......."

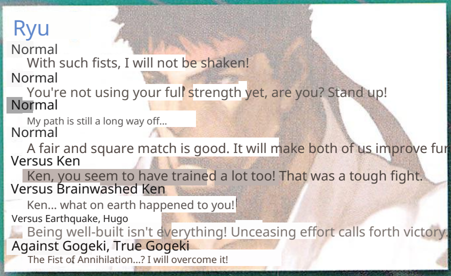
■Attack Voice Lines■

Light Attack	"Shah!"
Strong Attack	"Gyah!"
Guard Cancel Attack	"Gwah!"
ABCD throw	"Kukukuku..."
Fireball	"Gore!"
Woody Big	"Gah!"
Hell Hunter (Ground)	"Shaaa!!"
Hell Hunter (Air)	"Shaaa!!"
	"Demon Villagoaah!"
Death Cannon	"Gaaah!"
Sabertime	"Gyaaaargh!!" "Gwahaha!!"

WINNING MESSAGE

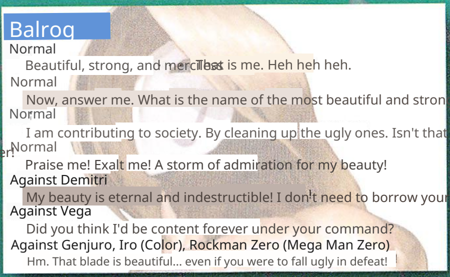
Collection of Victory Messages

Introduces the victory messages for all Capcom-side characters. There are many highlights, including the long-awaited in-game appearance of brainwashed Ken and the ever intellectually curious Tabasa.



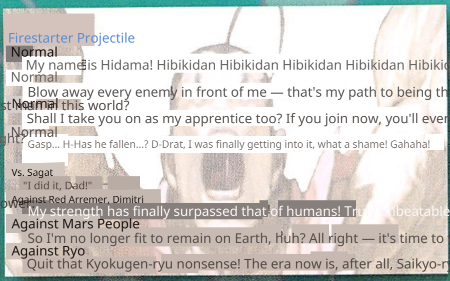
Ryu

Normal
With such fists, I will not be shaken!
Normal
You're not using your full strength yet, are you? Stand up!
Normal
My path is still a long way off...
Normal
A fair and square match is good. It will make both of us improve further!
Versus Ken
Ken, you seem to have trained a lot too! That was a tough fight.
Versus Brainwashed Ken
Ken... what on earth happened to you!
Versus Earthquake, Hugo
Being well-built isn't everything! Unceasing effort calls forth victory!
Against Gogeki, True Gogeki
The Fist of Annihilation...? I will overcome it!



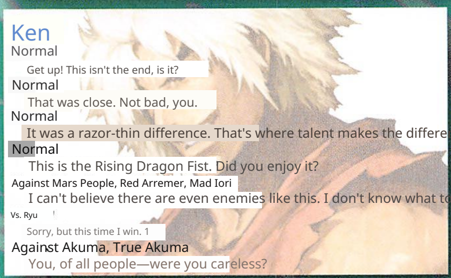
Balrog

Normal
Beautiful, strong, and merciless. That is me. Heh heh heh.
Normal
Now, answer me. What is the name of the most beautiful and strongest man in this world?
Normal
I am contributing to society. By cleaning up the ugly ones. Isn't that right?
Normal
Praise me! Exalt me! A storm of admiration for my beauty!
Against Demitri
My beauty is eternal and indestructible! I don't need to borrow your power!
Against Vega
Did you think I'd be content forever under your command?
Against Genjuro, Iro (Color), Rockman Zero (Mega Man Zero)
Hm. That blade is beautiful... even if you were to fall ugly in defeat!



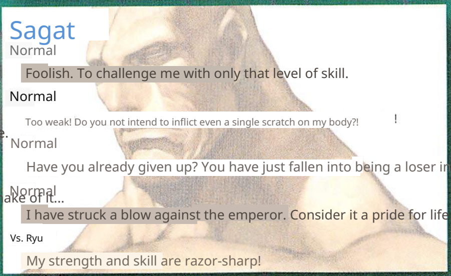
Firestarter Projectile

Normal
My name is Hidama! Hibikidan Hibikidan Hibikidan Hibikidan Hibikidan! Got it!
Normal
Blow away every enemy in front of me — that's my path to being the strongest!
Normal
Shall I take you on as my apprentice too? If you join now, you'll even get a stylish gi!
Normal
Gasp... H-Has he fallen...? D-Drat, I was finally getting into it, what a shame! Gahaha!
Vs. Sagat
"I did it, Dad!"
Against Red Arremer, Dimitri
My strength has finally surpassed that of humans! Truly unbeatable!
Against Mars People
So I'm no longer fit to remain on Earth, huh? All right — it's time to venture into space!
Against Ryo
Quit that Kyokugen-ryu nonsense! The era now is, after all, Saikyo-ryu!



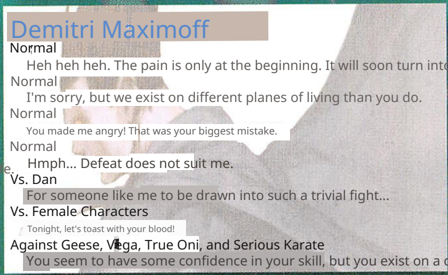
Ken

Normal
Get up! This isn't the end, is it?
Normal
That was close. Not bad, you.
Normal
It was a razor-thin difference. That's where talent makes the difference.
Normal
This is the Rising Dragon Fist. Did you enjoy it?
Against Mars People, Red Arremer, Mad Iori
I can't believe there are even enemies like this. I don't know what to make of it...
Vs. Ryu
Sorry, but this time I win. 1
Against Akuma, True Akuma
You, of all people—were you careless?



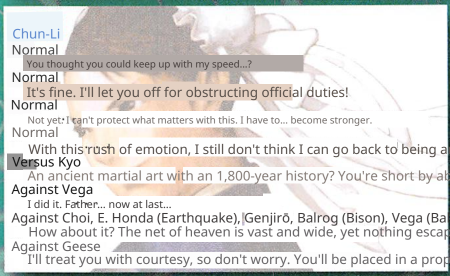
Sagat

Normal
Foolish. To challenge me with only that level of skill.
Normal
Too weak! Do you not intend to inflict even a single scratch on my body?!
Normal
Have you already given up? You have just fallen into being a loser in life.
Normal
I have struck a blow against the emperor. Consider it a pride for life.
Vs. Ryu
My strength and skill are razor-sharp!



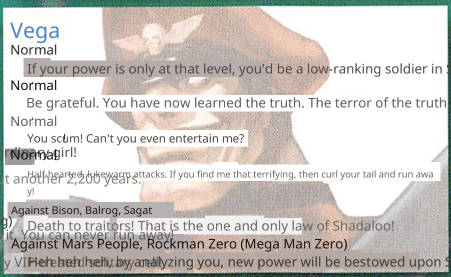
Demitri Maximoff

Normal
Heh heh heh. The pain is only at the beginning. It will soon turn into pleasure.
Normal
I'm sorry, but we exist on different planes of living than you do.
Normal
You made me angry! That was your biggest mistake.
Normal
Hmph... Defeat does not suit me.
Vs. Dan
For someone like me to be drawn into such a trivial fight...
Vs. Female Characters
Tonight, let's toast with your blood!
Against Geese, Vega, True Oni, and Serious Karate
You seem to have some confidence in your skill, but you exist on a completely different level



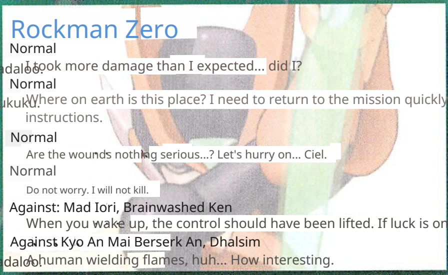
Chun-Li

Normal
You thought you could keep up with my speed...?
Normal
It's fine. I'll let you off for obstructing official duties!
Normal
Not yet. I can't protect what matters with this. I have to... become stronger.
Normal
With this rush of emotion, I still don't think I can go back to being an ordinary girl!
Versus Kyo
An ancient martial art with an 1,800-year history? You're short by about another 2,200 years.
Against Vega
I did it. Father... now at last...
Against Choi, E. Honda (Earthquake), Genjirō, Balrog (Bison), Vega (Balrog)
How about it? The net of heaven is vast and wide, yet nothing escapes it. You can never run away!
Against Geese
I'll treat you with courtesy, so don't worry. You'll be placed in a properly VIP-treated solitary cell.



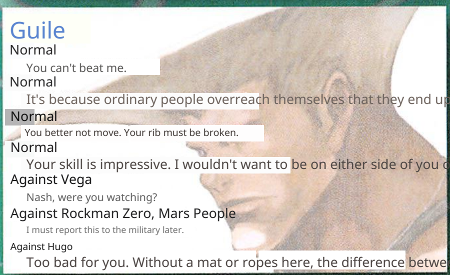
Vega

Normal
If your power is only at that level, you'd be a low-ranking soldier in Shadaloo.
Normal
Be grateful. You have now learned the truth. The terror of the truth. Kukuku.
Normal
You scum! Can't you even entertain me?
Normal
Half-hearted, lukewarm attacks. If you find me that terrifying, then curl your tail and run away!
Against Bison, Balrog, Sagat
Death to traitors! That is the one and only law of Shadaloo!
Against Mars People, Rockman Zero (Mega Man Zero)
Heh heh heh, by analyzing you, new power will be bestowed upon Shadaloo!



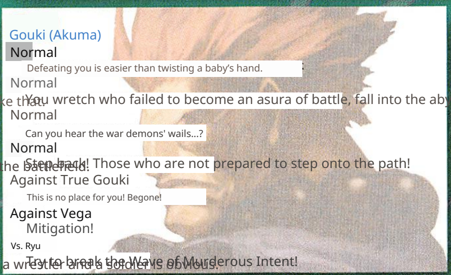
Rockman Zero

Normal
I took more damage than I expected... did I?
Normal
Where on earth is this place? I need to return to the mission quickly... Ciel, give me the short instructions.
Normal
Are the wounds nothing serious...? Let's hurry on... Ciel.
Normal
Do not worry. I will not kill.
Against: Mad Iori, Brainwashed Ken
When you wake up, the control should have been lifted. If luck is on your side, that is.
Against Kyo An Mai Berserk An, Dhalsim
A human wielding flames, huh... How interesting.



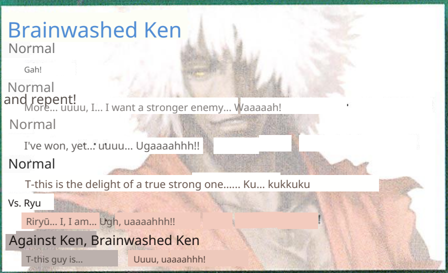
Guile

Normal
You can't beat me.
Normal
It's because ordinary people overreach themselves that they end up like that.
Normal
You better not move. Your rib must be broken.
Normal
Your skill is impressive. I wouldn't want to be on either side of you on the battlefield.
Against Vega
Nash, were you watching?
Against Rockman Zero, Mars People
I must report this to the military later.
Against Hugo
Too bad for you. Without a mat or ropes here, the difference between a wrestler and a soldier is obvious.



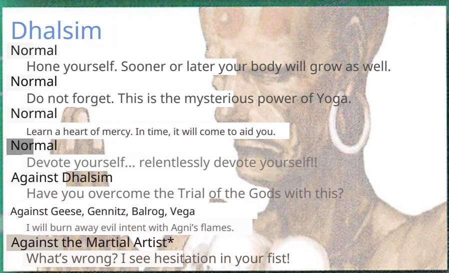
Gouki (Akuma)

Normal
Defeating you is easier than twisting a baby's hand.
Normal
You wretch who failed to become an asura of battle, fall into the abyss and repent!
Normal
Can you hear the war demons' wails...?
Normal
Step back! Those who are not prepared to step onto the path!
Against True Gouki
This is no place for you! Begone!
Against Vega
Mitigation!
Vs. Ryu
Try to break the Wave of Murderous Intent!



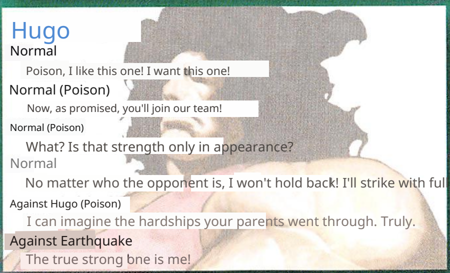
Brainwashed Ken

Normal
Gah!
Normal
More... uuuu, I... I want a stronger enemy... Waaaaah!
Normal
I've won, yet... uuuu... Ugaaaahhh!!
Normal
T-this is the delight of a true strong one...... Ku... kukkuku
Vs. Ryu
Riryū... I, I am... Ugh, uaaaahhh!!
Against Ken, Brainwashed Ken
T-this guy is... Uuuu, uaaaahhh!



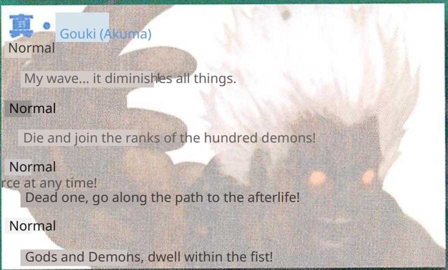
Dhalsim

Normal
Hone yourself. Sooner or later your body will grow as well.
Normal
Do not forget. This is the mysterious power of Yoga.
Normal
Learn a heart of mercy. In time, it will come to aid you.
Normal
Devote yourself... relentlessly devote yourself!!
Against Dhalsim
Have you overcome the Trial of the Gods with this?
Against Geese, Gennitz, Balrog, Vega
I will burn away evil intent with Agni's flames.
Against the Martial Artist*
What's wrong? I see hesitation in your fist!



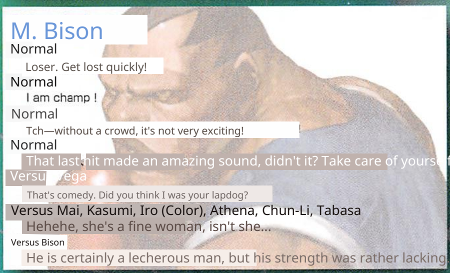
Hugo

Normal
Poison, I like this one! I want this one!
Normal (Poison)
Now, as promised, you'll join our team!
Normal (Poison)
What? Is that strength only in appearance?
Normal
No matter who the opponent is, I won't hold back! I'll strike with full force at any time!
Against Hugo (Poison)
I can imagine the hardships your parents went through. Truly.
Against Earthquake
The true strong one is me!



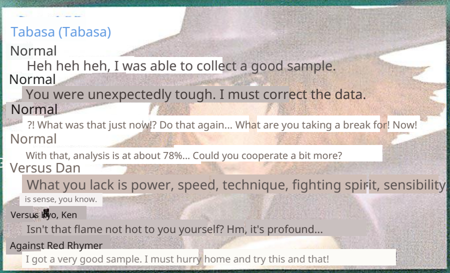
真・Gouki (Akuma)

Normal
My wave... it diminishes all things.
Normal
Die and join the ranks of the hundred demons!
Normal
Dead one, go along the path to the afterlife!
Normal
Gods and Demons, dwell within the fist!



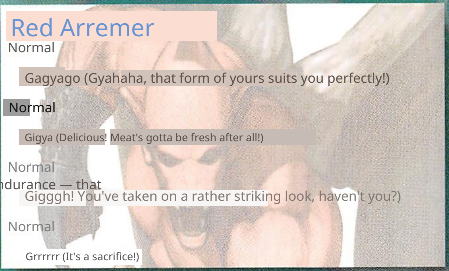
M. Bison

Normal
Loser. Get lost quickly!
Normal
I am champ !
Normal
Tch—without a crowd, it's not very exciting!
Normal
That last hit made an amazing sound, didn't it? Take care of yourself. G
Versus Vega
That's comedy. Did you think I was your lapdog?
Versus Mai, Kasumi, Iro (Color), Athena, Chun-Li, Tabasa
Hehehe, she's a fine woman, isn't she...
Versus Bison
He is certainly a lecherous man, but his strength was rather lacking.



Tabasa (Tabasa)

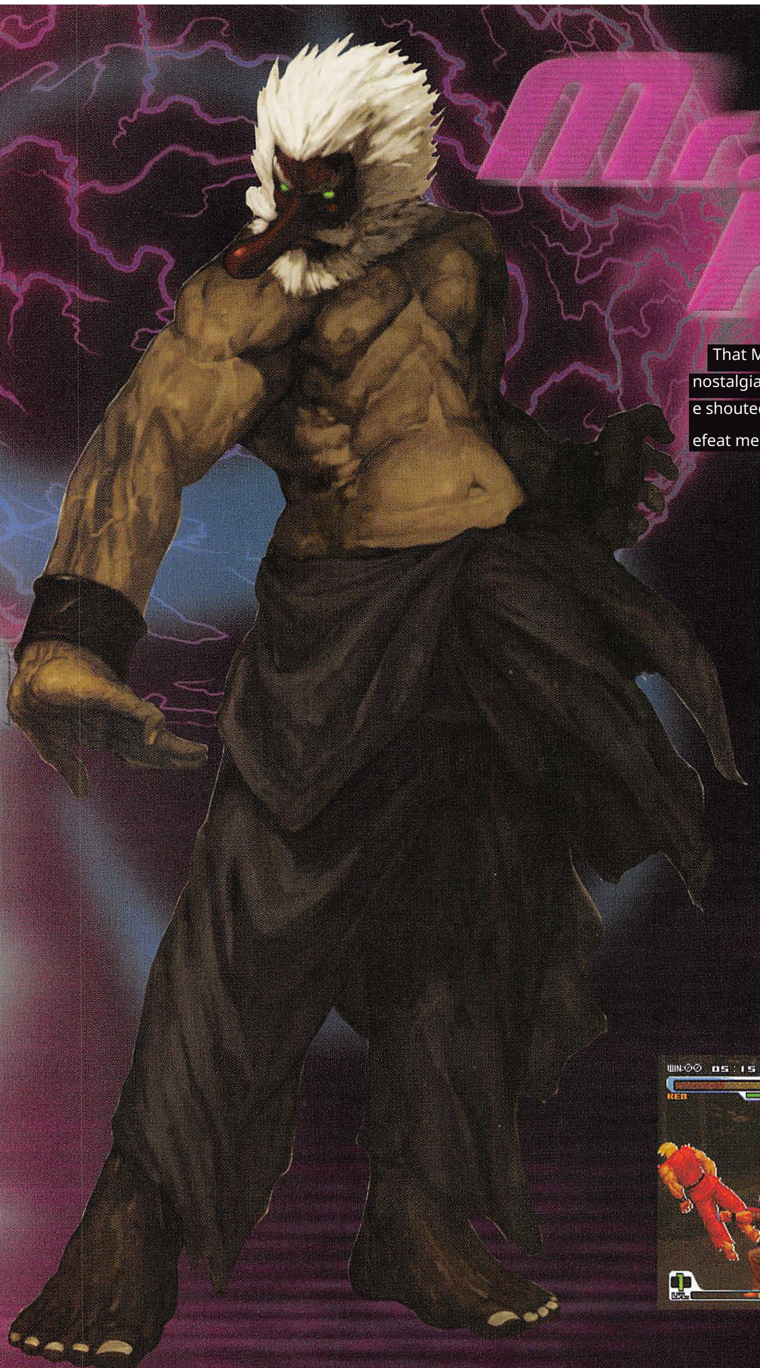
Normal
Heh heh heh, I was able to collect a good sample.
Normal
You were unexpectedly tough. I must correct the data.
Normal
?! What was that just now!? Do that again... What are you taking a break for! Now!
Normal
With that, analysis is at about 78%... Could you cooperate a bit more?
Versus Dan
What you lack is power, speed, technique, fighting spirit, sensibility, endurance — that is sense, you know.
Versus Ryo, Ken
Isn't that flame not hot to you yourself? Hm, it's profound...
Against Red Rhymer
I got a very good sample. I must hurry home and try this and that!



Red Arremer

Normal
Gagyago (Gyahaha, that form of yours suits you perfectly!)
Normal
Gigya (Delicious! Meat's gotta be fresh after all!)
Normal
Gigggh! You've taken on a rather striking look, haven't you?)
Normal
Grrrrrr (It's a sacrifice!)

※ Refers to Kim, Ryo, Mr. Karate, True Karate, Ryu, Ken, Akuma, and Shin Akuma

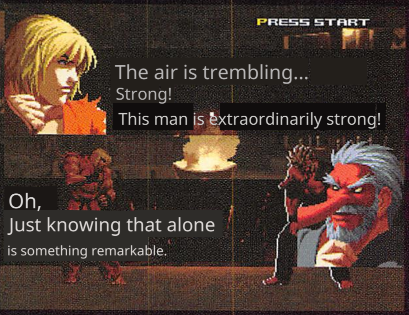


Mr. KARATE

Mr. Karate in Serious Mode

That Mr. Karate has finally gone all out! Overwhelmed by a series of powerful moves that even evoke nostalgia, you are bound to be knocked out in no time. You will hear the legendary victory line Mr. Karate shouted in the days of "Art of Fighting", "Unless you master the Haoh Shokoken, you cannot possibly defeat me."

-Guardian-dogs temple-
0:00

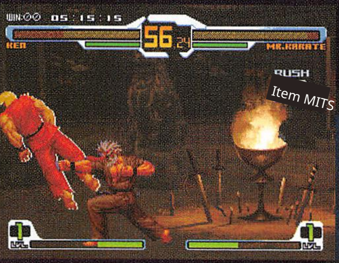


The air is trembling...
Strong!
This man is extraordinarily strong!

Oh,
Just knowing that alone
is something remarkable.

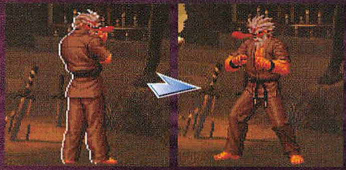
This is the serious Mr. Karate.

Compared to the normal Mr. Karate, the serious Mr. Karate has almost all of his moves enhanced. In particular, the Extreme Tiger Cannon, which was originally a super special move, and the Super Overlord Supreme Fist, which was an EXCEED move, have become regular special moves. Although their power has been slightly reduced, they are troublesome because he can use them repeatedly. He has also learned Kishin Strike, a guard-break strike, and a focus charge that builds the power gauge while canceling projectiles. His EXCEED move is a Super Dragon-Tiger Rampage reminiscent of "Art of Fighting." This move is unblockable and charges very quickly, making it extremely difficult to avoid.

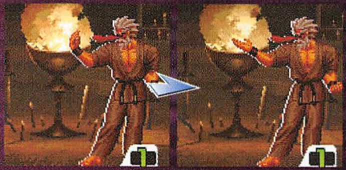


You lack spirit, guts, training, and effort!

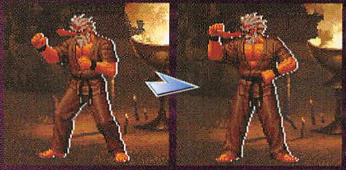
Entrance



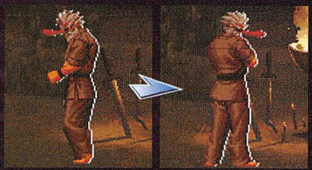
Taunt



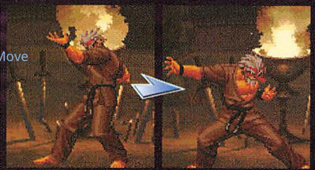
Victory ①



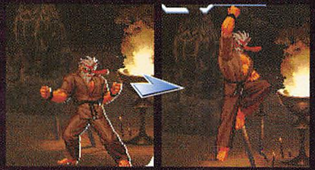
Victory ②



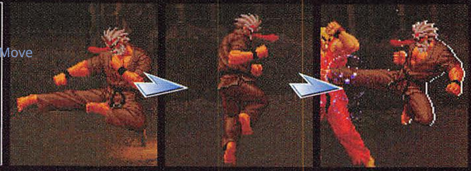
Special Move
Tiger Radiant Fist



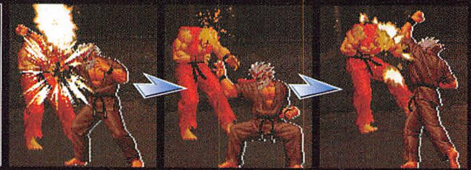
Hu Pao
Special Equipped Move



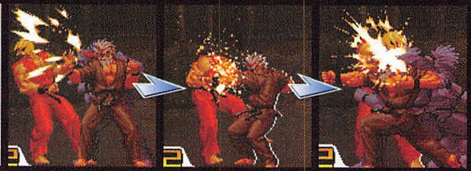
Special Move
Soaring Swallow Gust Kick



Special Move Zanretsu Fist



Special Move
Kishin Strike

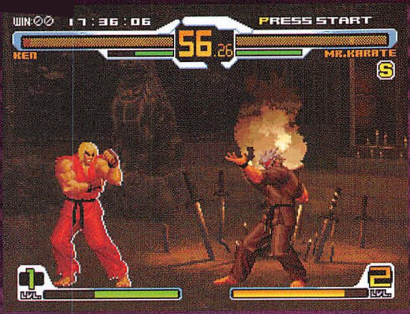


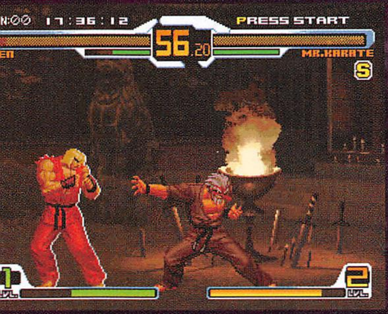
Special Move Pickup Introduction

The enhanced special move is visually striking and extremely powerful in performance. The Oni God Strike, which is executed only at cl
is an unblockable strike.

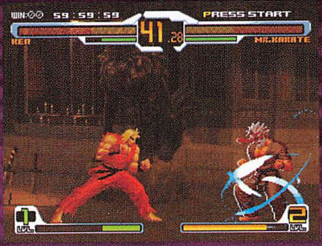
Tora Kōken (Koōken)

Thrusting the palm forward, it releases an invisible ki to attack. This is the motion of the Tiger Blaze Fist from KOF2002, but in this version the weak attack reaches about half the screen and the strong about one full screen. The motion is hard to read, making it difficult to avoid, and it has almost no vulnerability. If you recklessly jump in, you can be taken down by the Ultimate Tiger Roar. It can be a very troublesome move when repeated.





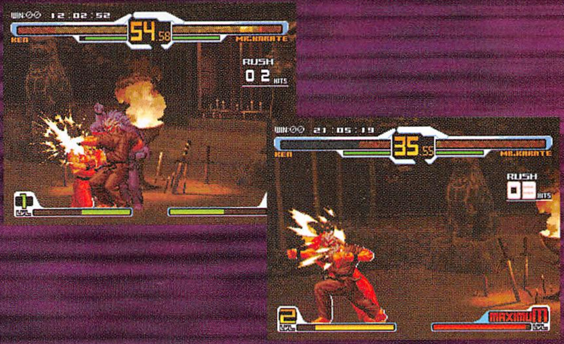
Ki Charge (kiryoku-dame)



A technique that builds up the power gauge by charging one's spirit. When it reaches MAX activation state, it will attempt a devastating combo, so you'll want to stop it before that happens. However, while charging spirit it has the effect of nullifying projectiles, so attack with strikes.

Kishin Strike (Kijinge ki)

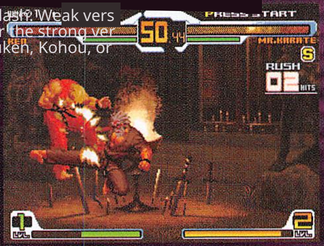
A three-hit strike filled with fighting spirit, a move Takuma used in 'Art of Fighting 2'. Apparently it can only be performed at very close range, but the first hit is unblockable. It's similar to Kasumi's Tornado Spear Strike. If the opponent guards and waits, they will use this move from close range to break your guard. If you stand still, you will get hit.



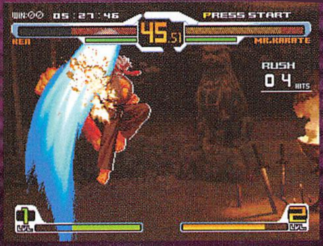
Hien Shippu Kyaku (hien shippu kyaku)

A low-altitude leap followed by a kicking dash. Weak version: 1 hit (10:46); strong version: 2 hits. After the strong version, he commonly follows up with Zanretsuken, Kohou, or Kyokugen Kohou for additional attacks.

The nature of the move is almost the same as a normal move, so if you can guard the final attack, you can land a counterattack from a GC Front Step. This is the spot to go for a counter!

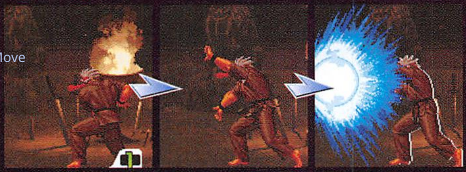


Kyokugen Kohou (kyokugen kohou)

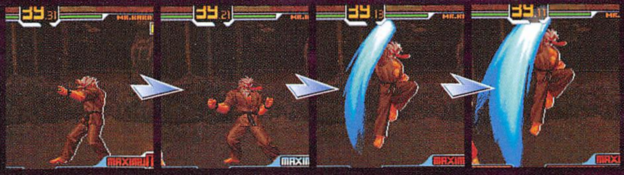


A tiger roar that ascends while tracing a blue flash. It was the super special move of the normal Mr. Karate, and its power is well proven. After MAX activation, he frequently follows with the combo [Kyokugen Kohou → Doking Cancel → Kohou] × α. If this lands, it will drain a large portion of your health, so be especially cautious in close combat after MAX activation.

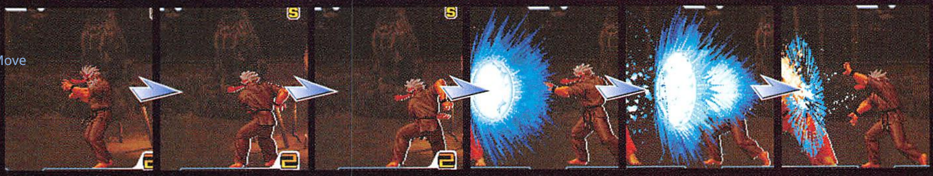
Special Move
Haou Shikou Fist



Special Move
Kyokugen Tiger 咆

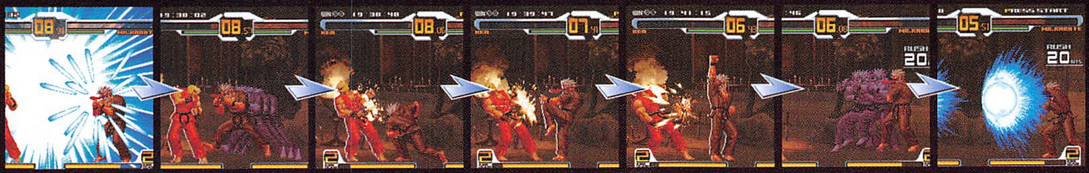


Special Move
Super Haou Shikou Fist



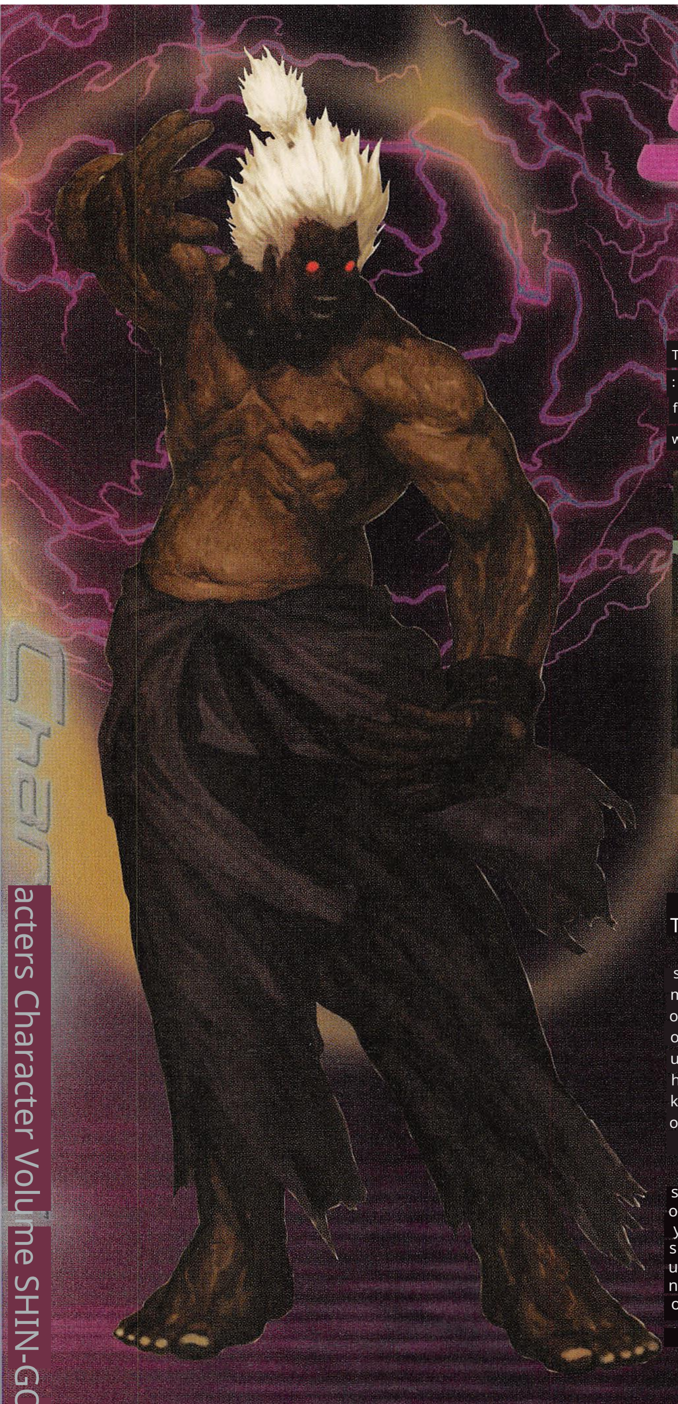
Special Move
Ki Charge

"EXCEED
Super Ryuko Rumble"

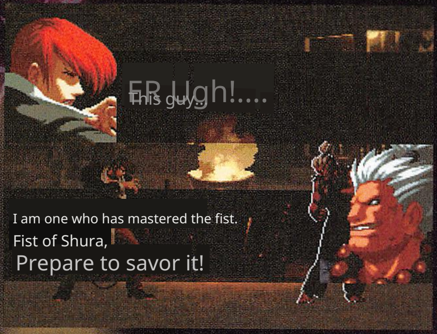


SHIN-GOUKI

Shin Gouki (True Akuma)



The ultimate form of the demon awakened by the Surge of Murderous Intent, Shin-Gouki. All of his moves are enhanced: his Shippu Hadouken (air wave) unsurprisingly fires two shots, and he relentlessly unleashes the super special moves of normal Gōki. Moreover, his Shun Goku Satsu has become a completely unblockable move, so even seasoned veterans will not be spared from a hard fight.


ER Ugh!....
This guy...
I am one who has mastered the fist.
Fist of Shura,
Prepare to savor it!

-Guardian-dogs temple-
0:00

IORI
39
GOUKI
RUSH
05 HITS

The true Oni appears!

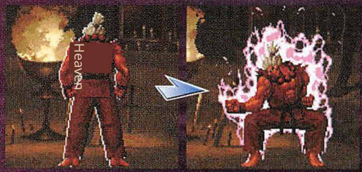
The True Gouki (Shin-Gouki) has most of his special moves strengthened compared to Normal Gouki. Many aspects are enhanced: his Gou Hadoken becomes as large as the Metsu Gou Hadoken, and the Ashura Senku has absolutely no vulnerability at its end. Also, moves that were Super Special Moves for Normal Gouki cause a blackout but do not consume the Power Gauge, so he can use them repeatedly.

Among them, the Metsu Gou Hadoken has an abnormally fast projectile speed, so if you treat him the same way as Normal Gouki, you'll pay the price. The most troublesome is the Shungokusatsu, which has become an unblockable move. If used overlapping a rising opponent or coming from a cancel of a normal move, it is very difficult to avoid.

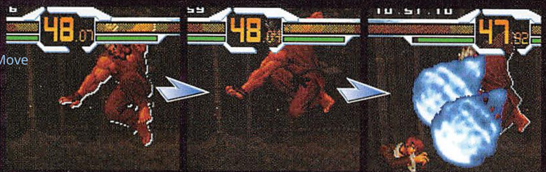
PRESS START
54
RUSH
02 HITS

IORI
40
GOUKI

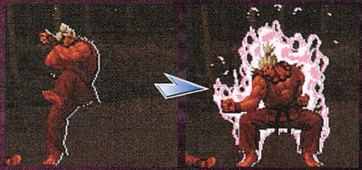
Entrance



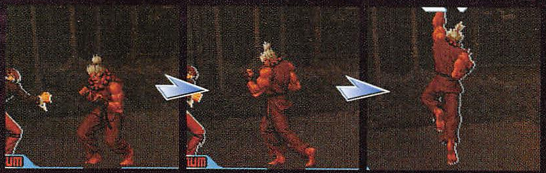
斬
Special Move
Air Hadoken



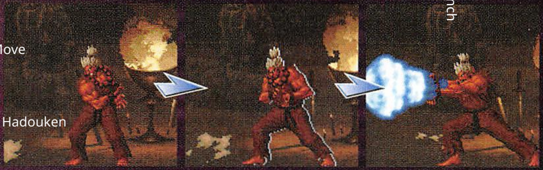
Victory



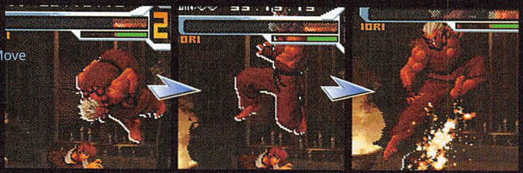
Special Move
Gao Rising Dragon Punch



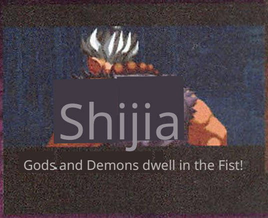
Special Move
Great Hadouken



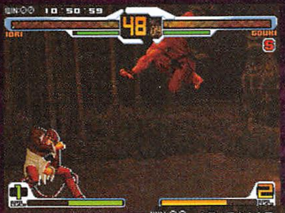
Special Move
Tianmo Ku Wei Kick



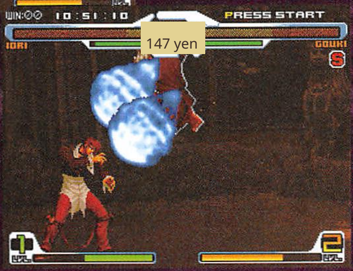
Introduction to Featured Special Moves The enhancements are self-sustaining. Shin Gouki (True Akuma) is full of powerful special moves. In particular, his projectile-related



Slanting Air Hadouken (zankuu hadouken)

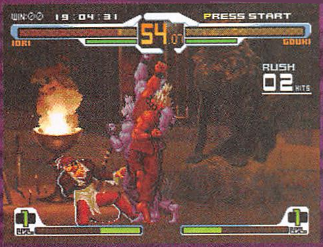


An iconic move that fires two massive Hadouken diagonally downward while airborne In most cases, he will attack starting from this move. The projectiles are large, and it is difficult to strike from the side during its animation, making it quite hard to stuff. Quietly guarding and then counterattacking from a GC Front Step would be the wise choice.



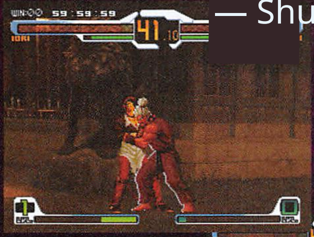
Messatsu Gōshōryū (Annihilation Rising Dragon)

A deadly special move that unleashes the Rising Dragon Fist three times in succession. Its performance is almost the same as Normal Gouki's, but this version does not consume the Power Gauge. In other words, he simply uses it as a regular special move. In close combat he will often incorporate it into combos with a high probability, so be cautious.



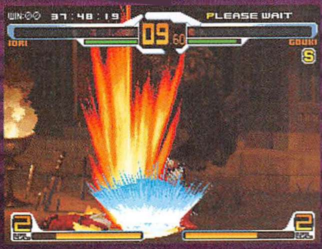
— Shungokusatsu

Shungokusatsu (Instant Hell Murder)



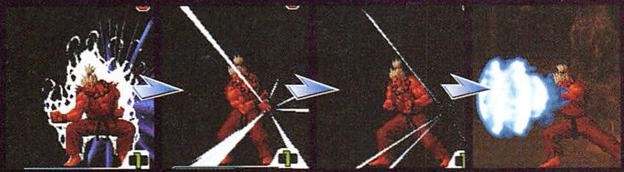
Shungokusatsu, a signature special move of Gouki. In True Gouki, Shungokusatsu is treated not as a moving throw but as an unblockable attack, so regardless of whether you are stuck in guard stun or not, you will be caught without question. Compared to the normal version it deals less damage, but since it is treated as a super move, he will attempt it repeatedly. Being defeated by this move results in the familiar "Heaven" finish.

Misogi (Purification)

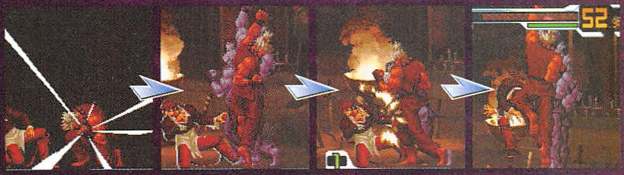


Misogi, Shin-Gouki's EXCEED. This technique was used by Gouki in "CAPCOM VS. SNK 2". After the screen darkens, he instantly leaps into the sky, appears directly above the player character, and while descending delivers a devastating palm strike. It is unblockable and deals extremely large damage. There is a brief moment before he falls, so use that time to escape to either the left or right.

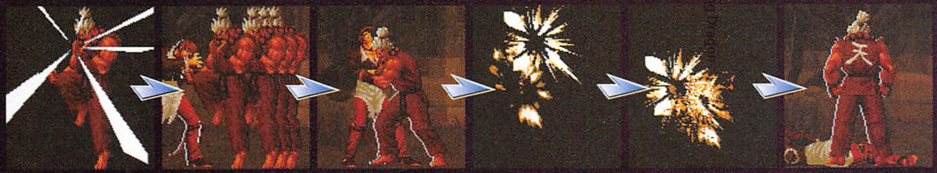
Special M Annihilating Hurricane Wave



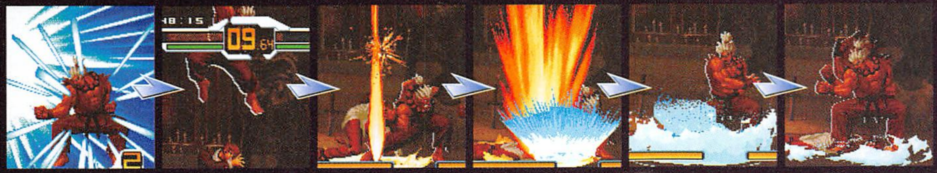
Special Move Annihilation Mighty Rising Dragon

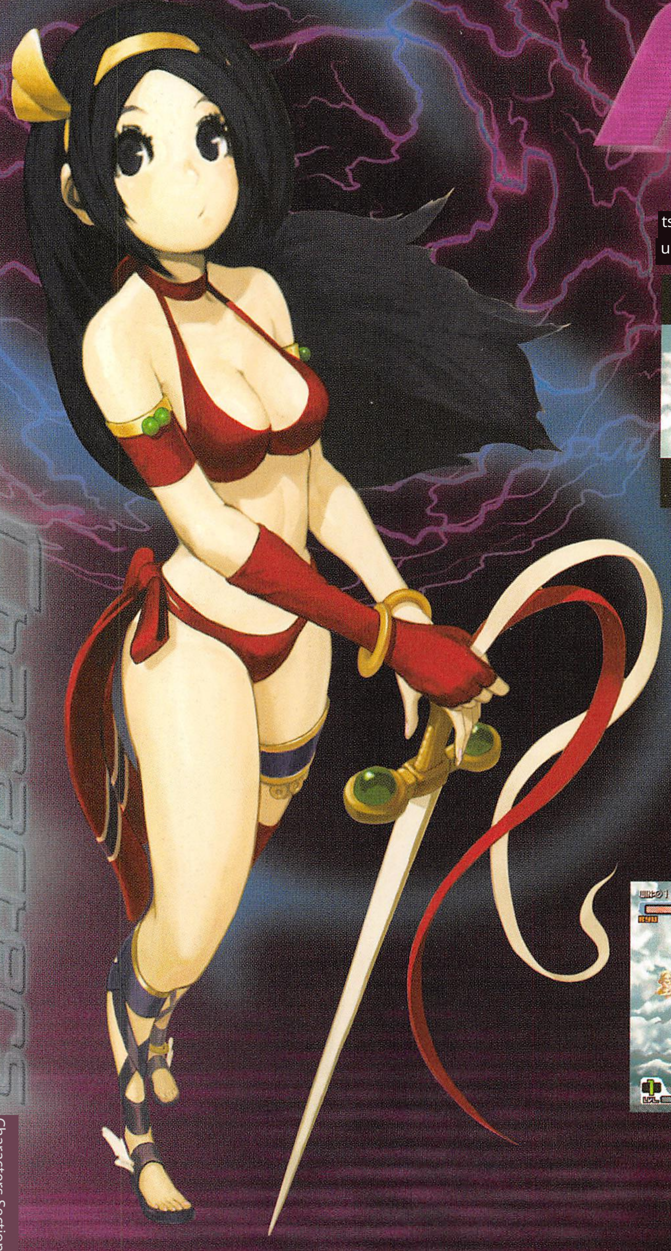


Super Special Move Shun Goku Satsu (Instant Hell Murder)



EXCEED 禊

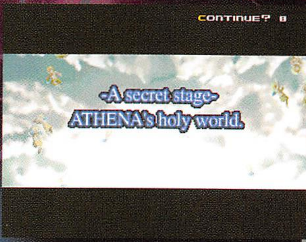




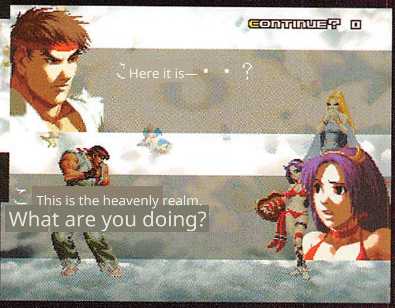
Athena

ATHENA

Athena, familiar to SNK fans, appears in the outfit from the legendary action game "Athena"! She awaits you at the gates of heaven. Some of her special moves are inspired by the original "Athena". Also, if you lose to Athena, you will be transformed into a different appearance depending on the character.



-A secret stage-
ATHENA's holy world.



Here it is—・・？

This is the heavenly realm.
What are you doing?

Welcome to the forbidden sanctuary♪

Athena waits at the entrance to heaven, a forbidden sanctuary. Her basic strategy seems to be repeatedly unleashing flashy, dramatic special moves. Her special attacks are packed with references to the original Athena, such as "BOW OF JUDGEMENT," the arrow attack that was necessary to defeat the stage 5 boss in the Famicom version, and "Poseidon Rage," an attack that leverages the mermaid transformation from stage 3. Each special move is powerful, but she lacks the typical ultra-reactions common to CPU opponents, so she is not as strong as some of the other hidden characters and is relatively easy to defeat. Be sure to fight her at least once.

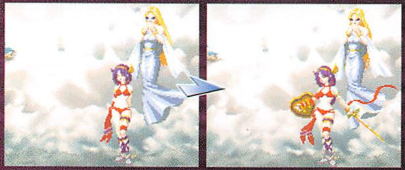
GAME OVER
59
RYU
ATHENA

46
RYU
ATHENA

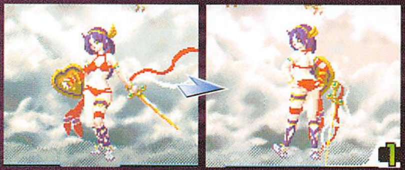
PLEASE WAIT

I am Athena。
Guardian of the Heavens.

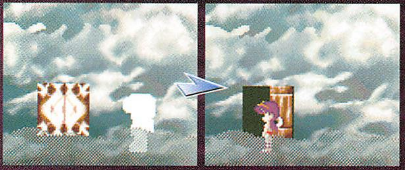
Entrance



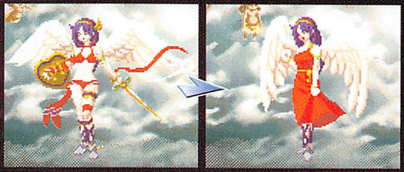
Taunt



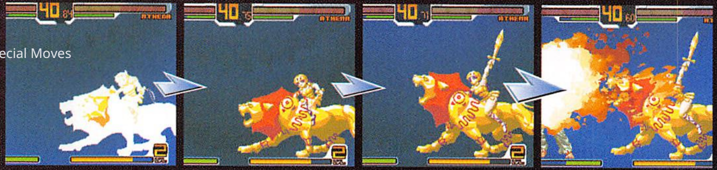
Victory ①



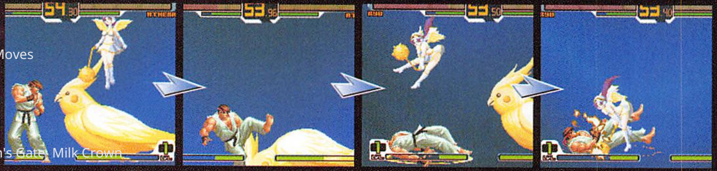
Victory ②



Special Moves



Special Moves



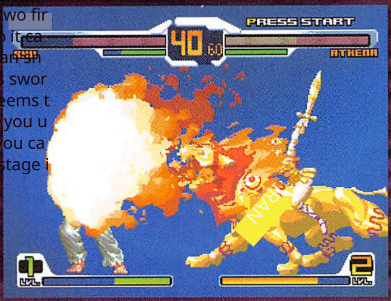
Heaven's Gate, Milk Crown

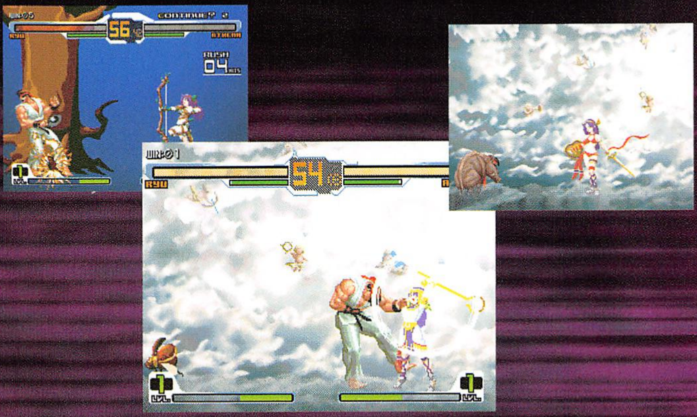
Special Move Pickup Introduction

Her special moves involve transformations and summoning giant parrots or lions—everything is incredibly flashy. Learn their properties and deal with them carefully.

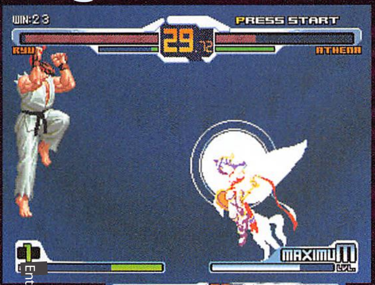
Heaven's•Gate

Summons a giant lion that spits two fireballs. The attack hitbox is huge, so it cannot be avoided by jumping. You can sneak into its blind spot, but Athena's sword also has an active hitbox. There seems to be a large recovery window, so if you use a GC Front Step on the last hit, you can still jump and punish even if the stage is near the edge of the screen.



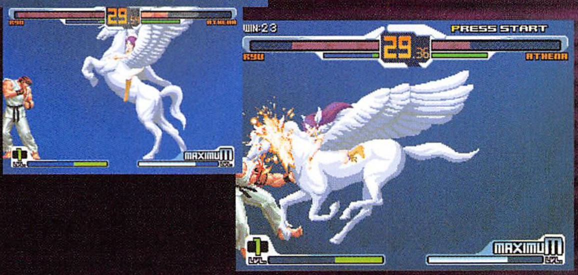


Pegasus☆Fantasy

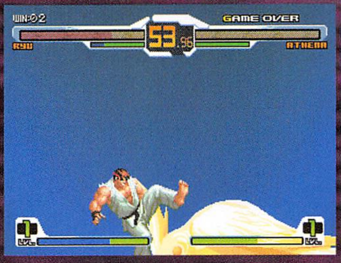


Summons a gigantic pegasus which the rider mounts and charges forward to attack — EXCEED. If hit, it inflicts considerable damage, so once Athena's health is reduced to the red zone, you should always be on guard. It often matches the timing of your jump-ins, so reckless jumping is strictly forbidden. Fortunately, it can be blocked.

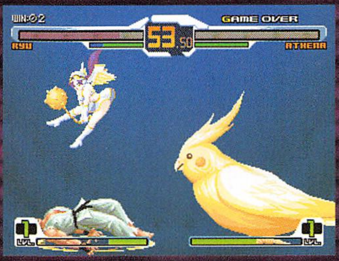
Enter



Milk Crown

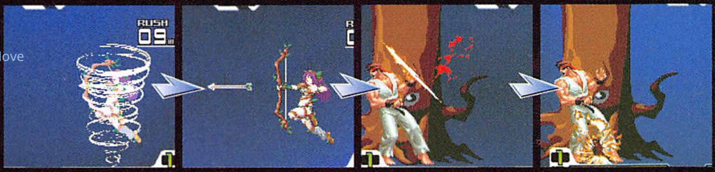


While summoning a giant parrot, Athena uses Pegasus's feathers to soar into the air. After the parrot strikes the ground with its beak to create a quake, Athena descends from above to attack with a morning star. The initial quake is a low attack, so it must be guarded with a crouch; the following descending attack from Athena is a mid attack, so it must be guarded standing. Remember that after standing guard against Athena's descending attack, you can land a counterattack. The initial quake can also be avoided by jumping. By the way, the parrot's name is Rei—remember that.



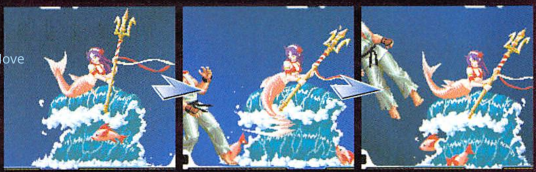
Special Move

BOW OF JUDGEMENT



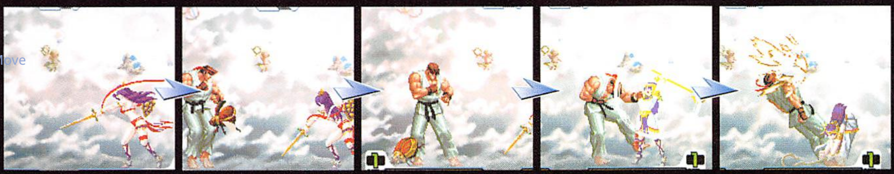
Special Move

Posedon Rage



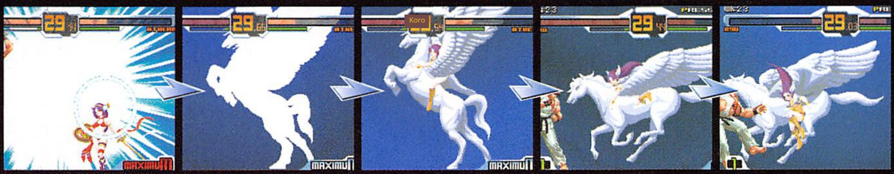
Special Move

end of the TRIP or NIGHT



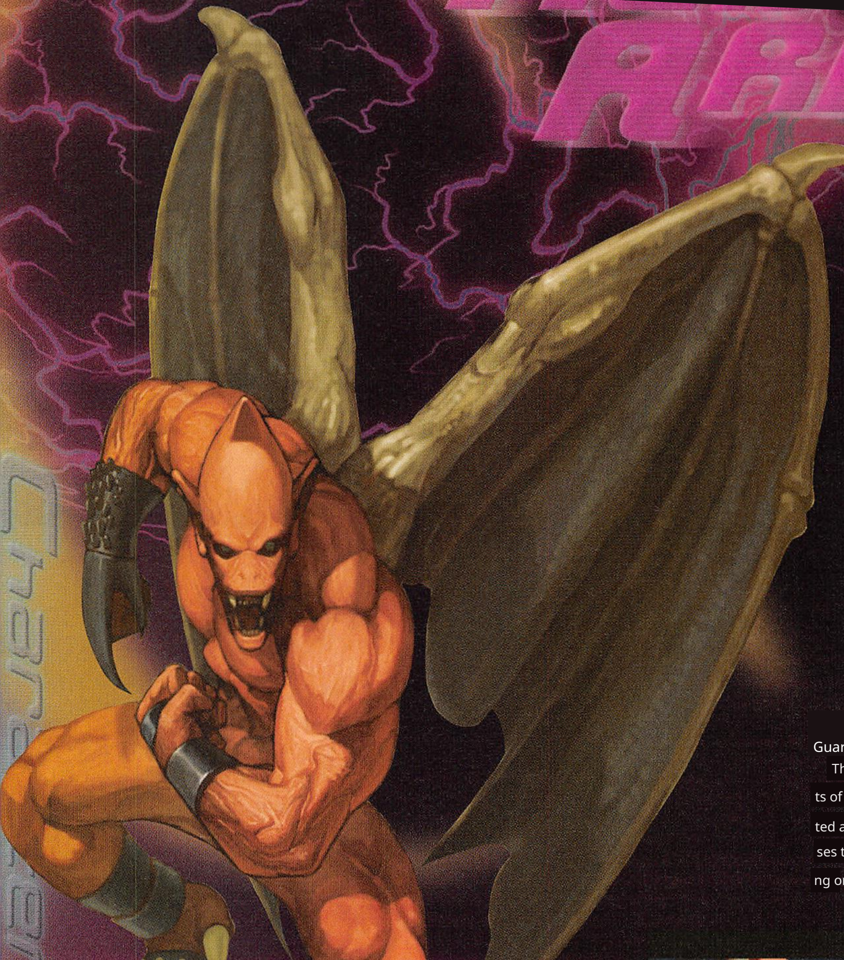
maximum

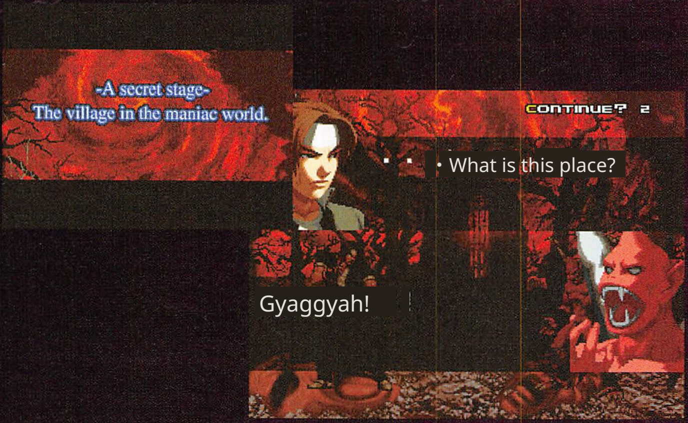
Pegasus × Fantasy



EED Red Arremer

Capcom's immortal classic Red Arremer from Ghosts 'n Goblins appears to be waiting in hell to challenge warriors! Accompanied by characters like Woody Pig and zombies, it attacks with its trademark aerial dive strikes, making it the very Red Arremer from Ghosts 'n Goblins. Be sure to spawn it and try fighting it.




-A secret stage-
The village in the maniac world.
CONTINUE? 2

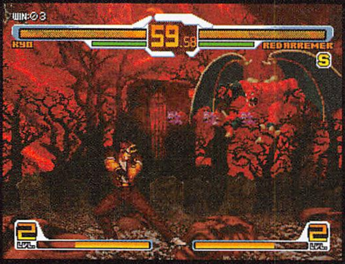
・・・What is this place?

Gyaggyah!

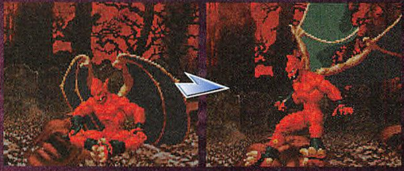
Guardian of the Netherworld Descends

The guardian of the netherworld, Red Arremer, is a demon with a crimson body. Basically, it summons residents of Ghosts 'n Goblins such as zombies, Woody Pig, and Petit Devil and sets them on you to attack. They are treated as projectiles, and when they all appear at once you can be left almost unable to move. In this situation, if it uses the unblockable move "Hell Hunter," evasion becomes extremely difficult. Also, it continuously fires the flaming orbs that were its attack method in Ghosts 'n Goblins Gaiden.

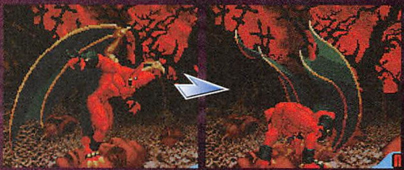
Gogyago
(Gyahaha, you deserve)
(That appearance is fitting for you!)



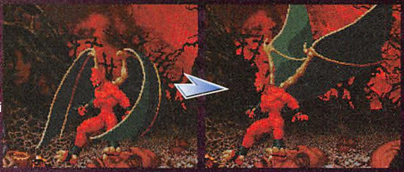
Entrance



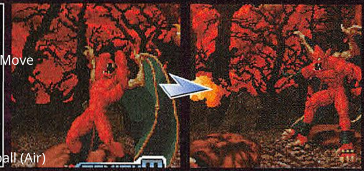
Taunt



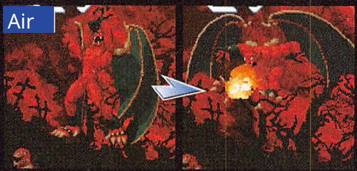
Sheng Li



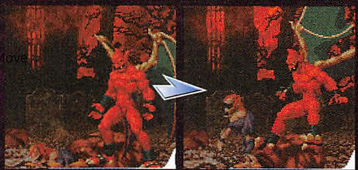
Special Move
Fireball (Air)



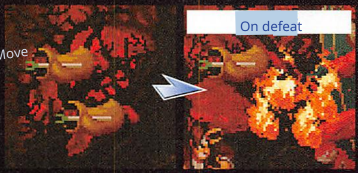
Air



Special Move
Zombie

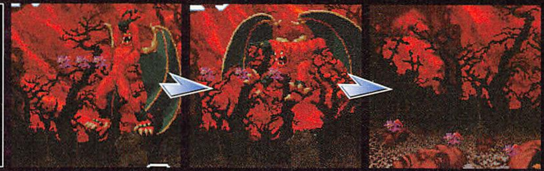


Special Move
Woody Pig



On defeat

"Special M
Petit Devil

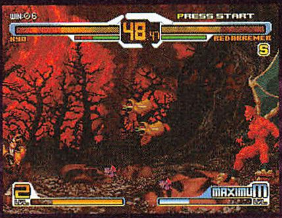


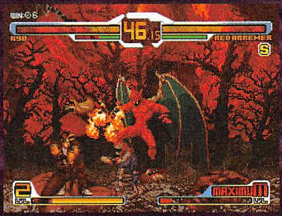
Special Move Pickup Introduction

In this installment, Red Arremer is the most eccentric character. Here we pick and introduce some of the special moves that showcase his oddness.

Woody Pig

Summons two spear-wielding ghosts. Because they travel back and forth through the air, they can disrupt your jumps. Large-bodied characters like Hugo can be hit just by standing there, making them quite troublesome. While these are present, it becomes harder for the unblockable move Hell Hunter to avoid them, so it might be wise to deliberately take hits to remove them. Unlike in the original game Makaimura (Ghosts 'n Goblins), they do not drop spears.

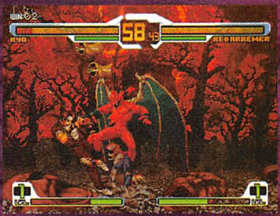




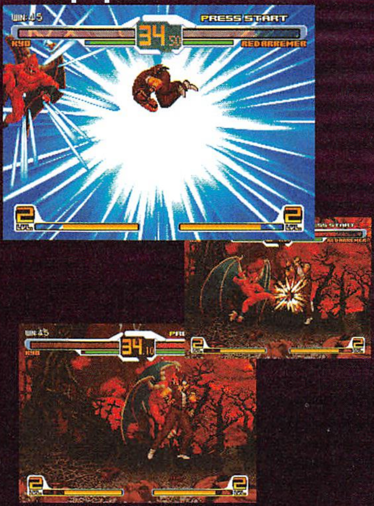
Grrrrrrr (A sacrifice!)

Hell Hunter (Ground & Air)

A special move reminiscent of "Ghosts 'n Goblins." It uses wings sprouting from its back to launch a rushing attack. The ground version pauses briefly and then charges horizontally, while the airborne version dives diagonally downward. Both are unblockable, so you either have to stop it directly or simply avoid it by jumping. Depending on how it chains with other special moves, it can become quite troublesome.

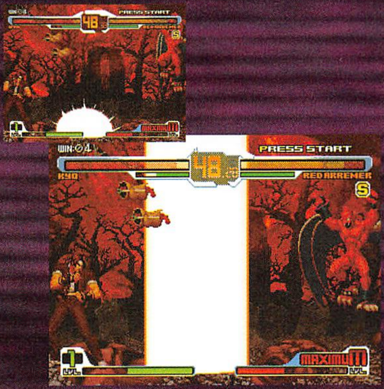


Supper Time



After sticking to the top of the screen, it fires a kick aimed downward—EXCEED. It is unblockable; if it lands, it grabs the player character and gently lifts them upward, then, after a biting attack, slams them into the ground. Naturally, it deals very high damage, so be careful. As with the Hell Hunter, if this move is used in combination with Woody Pig or Petit Devil, it will be quite difficult to avoid.

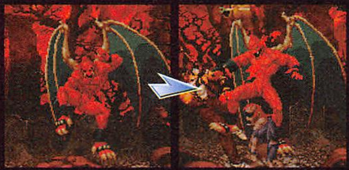
Demon Pillar

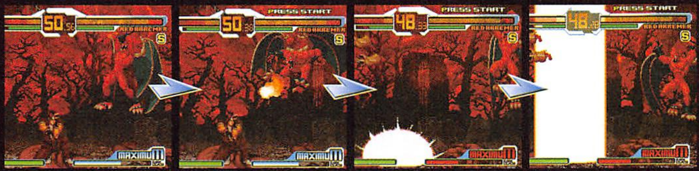


From the air it spits a fireball diagonally downward, causing columns of flame to erupt from the ground to attack. If you block the flame columns, a significant amount of your health will be drained. Furthermore, when the move is used, it can be hard to distinguish from the airborne fireball, so be cautious. While floating in the air it may be repeated in quick succession, so identify it carefully.

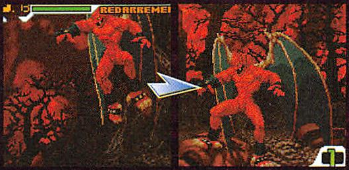
However, the expelled fireball has no hit box, so you can avoid it by slipping into Red Allymar's (Red Armorer's) close range.

Special Move Hell Hunter (Ground) Demon Pillar Special Move

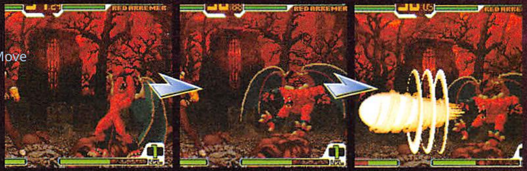




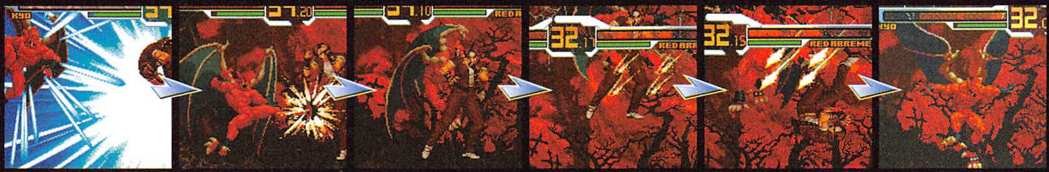
Hell Hunter (Air)
Special Move



Death Cannon
Special Move



Supper Time
EXCEED



Characters

Characters Section

RED ARREMER Red Arrimer

To Avoid Getting Stuck at the Very End

Strategy vs. CPU

Text：MVP

The three bosses + one beast waiting at the end of the CPU battles are formidable foes who are unlikely to be beaten by ordinary fighting. To view each character's ending, please refer to the攻略法 below and try to defeat them.

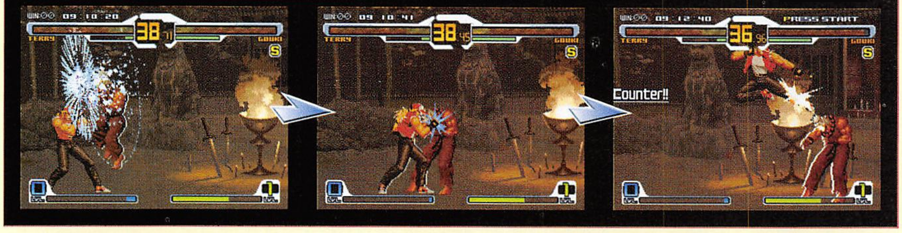
VS.

Shin Gouki (True Akuma)

True Gouki is difficult to approach because of his two simultaneous Slashing Hadouken attacks and his ultra-reactive powerful Shoryuken. However, this True Gouki can also be easily defeated if you trap him in a pattern. First, hold a guarded stance at a slightly distant range and wait. From that distance, True Gouki tends to jump in while firing Slashing Hadoukens. Guard against this and use a GC Front Step to close in, then aim for a normal throw (a command throw also works). 打

Versus True Gouki Loop Pattern

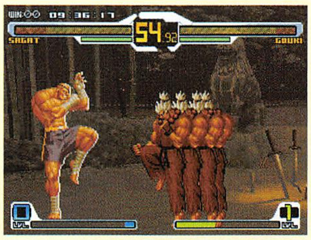
After guarding a Zan-Ku Hadoken, perform a GC front step and go for a throw. After that, when Shin Gouki rises, perform a backward jump and slightly early execute a strong downward heavy attack. Repeat this sequence.



Be sure to use a throw here because otherwise you'll get hit by the Great Rising Dragon Punch. After securing a knockdown with a throw, apply wake-up pressure. At this point, when Shin Gouki (True Gouki) is about to stand up, perform a backward jump and immediately execute a strong downward jump attack. This will bait out the Great Rising Dragon Punch and allow you to score a counter hit (even a trade results in winning by damage). After getting a counter hit from the backward jump, distance will open, so return to the patter

The caveat with this pattern is that if you knock them down at the stage edge, the probability of them using the Great Rising Dragon Punch on wake-up is lower. Deal with this by varying the type of throw you use. Also, GC fr

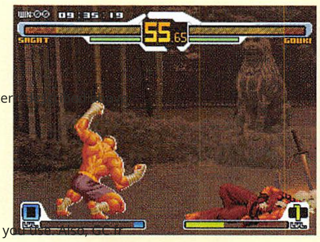
If you run out of the power gauge used for front stepping, pull back to create space and whiff a special move to charge it up.



Strike

The correct choice is probably to wait. Typical examples include missing it directly and letting the chance slip away. You get knocked out by bare fists. If you try to touch the Ashura Flash, there's a trap for the heavy rising dragon moves that seem to have openings.

To Bare Flash Dragon



Hey you!

The power gauge has run out
If so, forcibly perform the special move
To charge up. EXC
Except for EED techniques、く
It doesn't really hurt much.
て気にしないように。

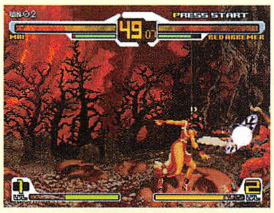
VS.

Red Arremer

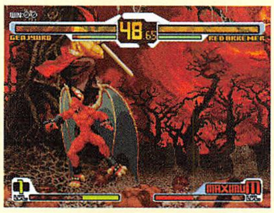
Red Armor is often defeated because Hell Hunter, which uses大量の飛び道具 and unblockable charging attacks, makes it hard to find an opening to approach. In particular, Woody Pig, which remains on-screen for a long time, interferes with our attacks and is troublesome.

However, once you drive them to the corner and successfully force them to block a close-range special move, a chance to win appears. Because you won't be counterattacked much, you should make them keep blocking projectile moves, rising special moves, and charging special moves that would normally have obvious openings, can be performed. Examples include Ryu's Hadoken or Light Rising Dragon Punch, and Earthquake's light Fat Chainsaw. Even if there is a fairly large opening, if you immediately follow up without pause you can win through chip damage plus guard crush.

So how do you carry them to the stage edge? First, try initiating a forward heavy jump attack right at the start. Many characters will float when trying to perform moves like Demon Pillar, so you can shoot them down and then jump in again to force more guarded moves, quickly pushing them to the edge. If you fail at the opening, tighten your defense and wait for a Hell Hunter. When you see the tell, evade with a jump and then attack to carry them to the edge. If a Hell Hunter comes while you're blocking projectiles, consider using a GC front step on the projectile as a long shot to avoid it.

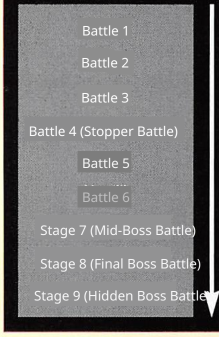


画面端で必殺技を連発すれば楽勝！　先行入力＋ボタン押しっぱなしを使って間断無く繰り出せば、割り込まれないぞ。ガードクラッシュしたら連続技を決めていこう。



ヘルハンターを出されたら、ジャンプで回避しつつ攻撃する。レッドアリーマーの背後に画面端が見えていれば、反撃しつつケズりパターンに持ち込めるので覚えておこう。

About CPU-Controlled Characters



Battle 1
Battle 2
Battle 3
Battle 4 (Stopper Battle)
Battle 5
Battle 6
Stage 7 (Mid-Boss Battle)
Stage 8 (Final Boss Battle)
Stage 9 (Hidden Boss Battle)

The CPU battles proceed in the order shown in the diagram on the left. The characters that appear in Stage 1, Stage 2, Stage 3, Stage 5, and Stage 6 are determined randomly from the appearance table on the next page. The other stopper battles, mid-boss battle, final boss battle, and hidden boss battle have their characters selected according to the conditions on the right.

Selection criteria for stopper characters

● No lost rounds up through Clearing Battle 3 ● No time-up victories ● K.O. 3 times with EXCEED (can also be with chip damage)	Mars People or Rockman Zero (Decided at random)
● No lost rounds up through Clearing Battle 3 ● No time-up victories Get 1 K.O. with EXCEED (chip damage also counts)	Geese or Demitri (Determined at random)
● If the above conditions are not met	Goenitz or Dan (Determined at random)

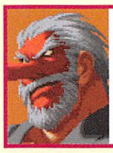
Hidden boss (Stage 9) appearance conditions

●No losing rounds until clearing Stage 7 ● Achieve at least K.O. 0.5 times with a special move (partial K.O. counts) before clearing Stage 7	On Stage 9 Red Arremer appears
●No losing rounds until clearing Stage 7 ● Before clearing Stage 7 There are no K.O.s by chip damage	On Stage 9 Athena appears
● If the above conditions are not met	Ends on Stage 8

※ If the spawn conditions for Red Arremer and Athena overlap, Athena takes pr

Mid-boss / Final boss character selection conditions

	If the CPU character in Stage 6 was an SNK character	If the CPU character in Stage 6 was a CAPCOM character
Mid-boss	Brainwashed Ken	Tsuki no Yoru Orochi no Chini Kurufiori
Final boss	Zangief	Mr. Karate in Serious Mode



VS. Got serious Mr. Karate

Against the extraordinarily strong Serious Karate, use the following five patterns (①–⑤ below) to take a knockdown and loop wake-up pressure to deal damage.

① Guard against Kyokugen Kohou and counter

②: Tackle them when they're knocked down with your back to the stage edge and counter on their wake-up

③: Lure a jump-in with a projectile and attack after they land

④: Use a GC Front Step on Chou Haou Shikou Ken to counter ⑤:

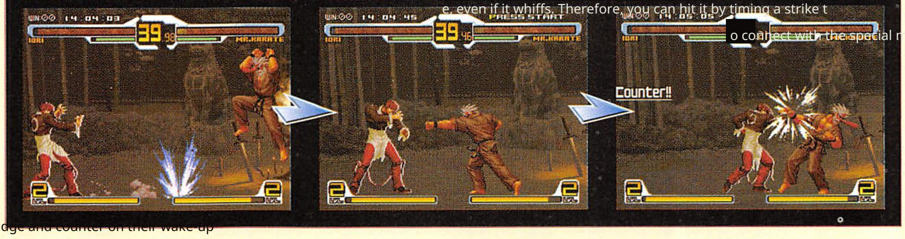
From a slightly distant spacing, whiff a light attack to bait a Tora Hou and then counter

Extreme Tiger 咆) is often performed after the Strong Hien Shippu Kyaku. After the Weak Hien Shippu Kyaku, Oni God Strike is more common, but this usually leads into pattern ②, so it's okay to take it straightforwardly.

Pattern ② exploits the habit of missing a crouching D right before you get up after being knocked down by moves like Oni God Strike. If you use a fast attack after you have risen, it will become a counterattack.

Pattern ③: Lure a jump-in and counter after landing

When you fire a projectile from around the edges of the screen, the Serious Karate will eventually jump in and do a C attack → special move, even if it whiffs. Therefore, you can hit it by timing a strike to connect with the special move. 39

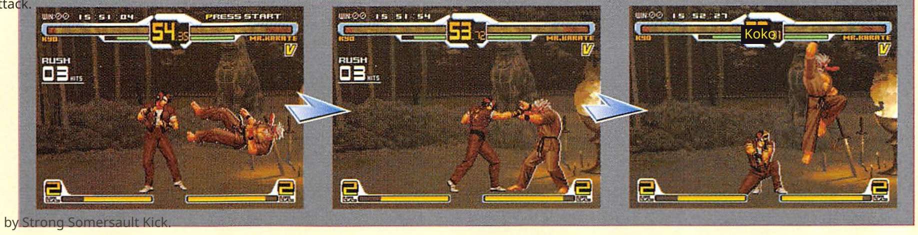


Pattern ③, which was also introduced in the above box, involves timing a strike to hit the special move after an opponent jumps in. However, if they jump in with a large jump, you will often end up blocking with a C attack and find it hard to connect the following special move. Pattern ④ is effective when a Super Supreme Fist (Chō Haō Shikōken) is used from mid distance. Perform a GC Front Step on the second hit to counterattack.

Pattern ⑤ is the same as the wake-up pressure pattern below. In normal play you may sometimes whiff a Tiger Cannon, so try to bait it. After taking a knockdown with these methods, transition into the wake-up pressure patterns introduced in the box below. Serious Karate tends to use either Weak Tiger Crush or Extreme Tiger Crush on wake-up, and the timing to deal with each differs, but with focus you can handle it.

Versus Serious Karate Wake-up pressure patterns

After knocking down Serious Karate, create about one character's worth of space and bait a small-window attack on their wake-up to make 咆 e it whiff. This will lure out a tiger move, let you take another knockdown, and loop the sequence



By the way, Dhalsim can be easily defeated by repeatedly using Strong Yoga Fire, and Guile can be handled with Weak Sonic Boom followed by Strong Somersault Kick.

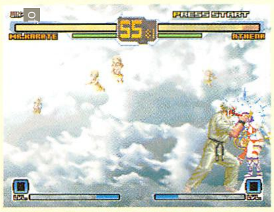
VS. Athena

When attacked by Heaven's Gate and similar moves or when a jump-in is countered by normal attacks or Poseidon Rage, Athena can be handled; compared to other bosses she is at a level where you can win even by fighting normally. However, to win more reliably, the regular throw is the answer.

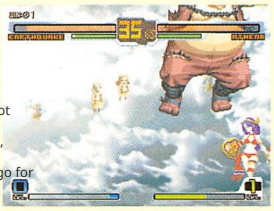
Specifically, from the very start keep walking aggressively forward, and when you think you've entered throw range, perform a normal throw. Stick close to Athena on her wake-up and, while walking forward, keep inputting normal throws. Even if the throw-fail animation appears many times, the point is to ignore it and keep going.

Athena sometimes uses Milk Crown or end of the TRIP of NIGHT on wake-up. Milk Crown can be thrown before its attack, and end of the TRIP of NIGHT usually won't hit most characters if you are hugging her closely. Occasionally Athena will successfully throw you, but if you then resume focusing only on normal throws, you will not lose 99% of the time. However, large characters can get hit by end of the TRIP of NIGHT. In that case, large characters should perform a vertical jump on Athena's wake-up and then throw immediately upon landing. That should fit in well.

Also, the often-used Milk Crown should be carefully guarded if you are not in close range. The first hit (the bird god pecking the ground) is a low attack, and Athena's attack is mid. Guard low up to the mid level, then walk in and go for a throw.



Hageme kesu ketsu tai ga daramei a ikeku ko aruite tte i wo i ma ita na da狙o
戦は、also throw to the beard か ん通常をその後たて投げるだド投げは決で、通常投っていったろう。



アテナの起き上がりを攻めるときに、体が大きいキャラは垂直ジャンプから通常投げを繰り返そう。空ジャンプしないと、end of the TRIP of NIGHTに引っ掛かってしまうぞ。

CPU character appearance table for Battles 1, 2, 3, 5, and 6

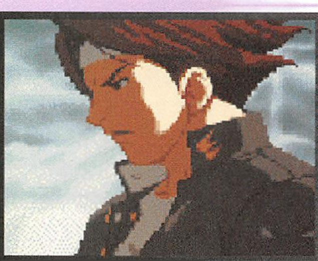
	Table 1	Table 2	Table 3	Table 4	Table 5	Table 6	Table 7	Table 8
Battle 1	Kim	Balrog	Color	Guile	Tabasa	Chun-Li	Mr. Karate	Choi
Match 2	Dhalsim	Earthquake	Bison	Genjirō	Sagat	Kasumi	Hugo	Mai
Match 3	Mai	Chun-Li	Kasumi	Tabasa	Mr. Karate	Hugo	Color	Balrog
Match 5	Vega	Choi	Sagat	Kim	Chun-Li	Mr. Karate	Dhalism (Dhalsim)	Genjuro
Match 6	Kyo	Ryu	Iori	Ken	Ryo	Guile	Terry	Gouki (Akuma)

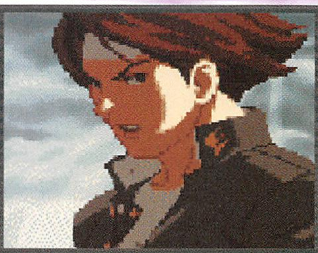
	Table 9	Table 10	Table 11	Table 12	Table 13	Table 14	Table 15	Table 16
Round 1	Kasumi	Earthquake	Dhalsim	Iori	Ryu	Terry	Kyo	Bison
Round 2	Chun-Li	Balrog	Hugo	Guile	Bison	Choi	Ken	Balrog
Round 3	Iro (Color)	Gouki (Akuma)	Kyo	Vega	Kim	Earthquake	Ryo	Sagat
Round 5	Tabatha	Ken	Bison	Kim	Sagat	Genjūrō	Ryu	Vega
Round 6	Mai	Ryu	Iori	Ken	Ryo	Guile	Terry	Gouki (Akuma)

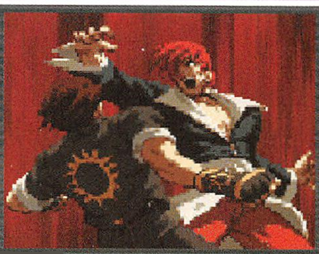
ENDING エンディング集

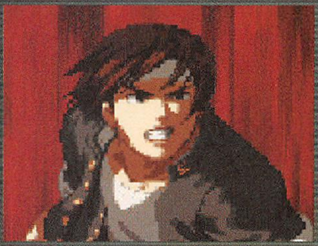
Return to the World of the Present

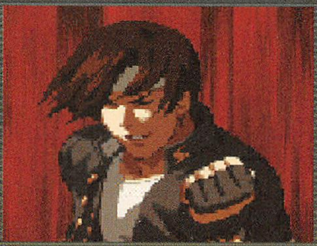
Kyo Kusanagi

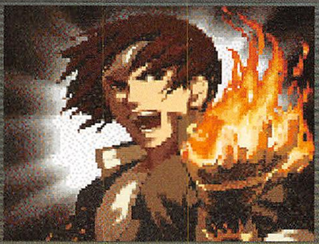

"Another world... it was a strange place."
"Kyoooooo!"


"!? "

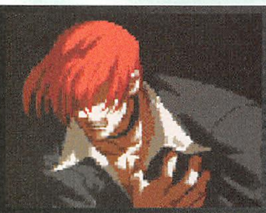

"Yagami!"
Iori: "Uuuuuu……I'll kill you…!"

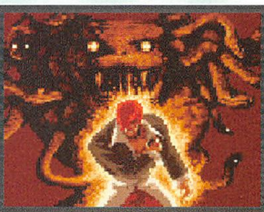

"Have you been poisoned by the otherworldly miasma...?"

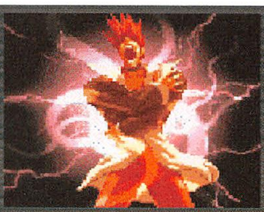

"Fine...... I'll burn away your madness for you......"

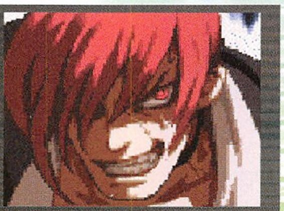

"With the flames of this Kusanagi!!"

Iori Yagami

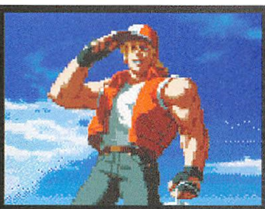

"Ugh...... What is... this stirring of blood......"

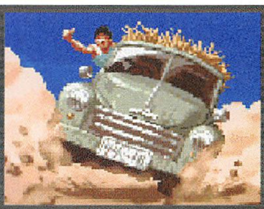

?: "Kukuku...... Iori Yagami...... descendant of Orochi...
...one who inherits the cursed blood"
"You... who are you!?"
? "I will grant you power......a strength that even Kyo Kusanagi would be outmatched by..."
"I don't need power from someone like you! That man will be dealt with by my own hand..."

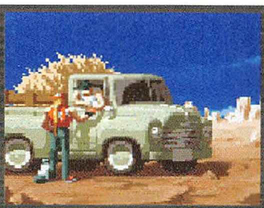

Orochi: "Kukuku, well, don't say it like that..."
"Kuaaah—!!"

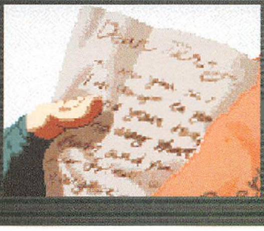

"...Hah—hah... Just you wait, Kusanagi Kyo...!"

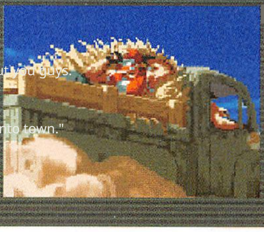
Terry Bogard


"Well then, the fighting's over, so maybe I'll go sightseeing for the first time in a while or so..."
"Pupp~"


Man: "Hey"
"?"

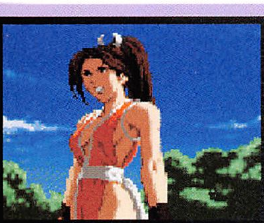

Man: "You're Terry Bogard, right? I have a letter for you."
"A letter... for me?"

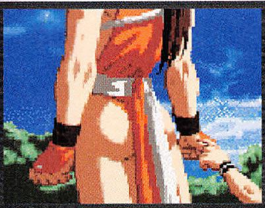

<Terry B
How have you been?
The invitation to KOF has come again this year!
I have no intention of teaming up with anyone but you guys.
Come back soon! Joe >
"Huh, that Joe fellow is the same as ever..."
Man: "If you're heading to the airport, I'll take you into town."

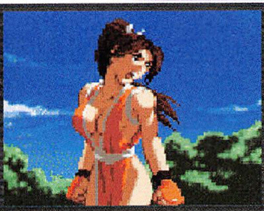

"...Good grief, it seems there's no time for you to rest quietly..."

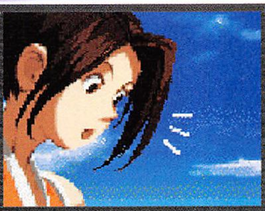
After a long battle and defeating the final boss, they return to their original worlds. How they feel about returning to their respective \"presents\" varies by character. Here are all their endings.

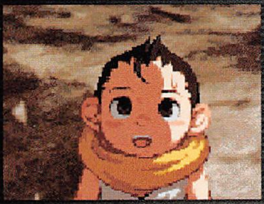
Mai Shiranui

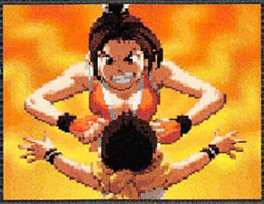

"Good grief... Where on earth did that Andy guy go...?"

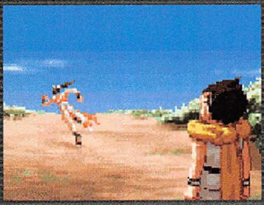

? "...Um, e-excuse me..."


"...How annoying! I'm in a bad mood right now..."

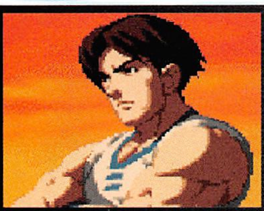

"...? Who are you?"

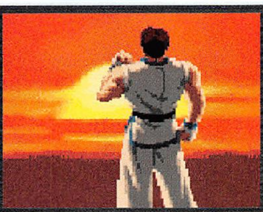

Hokutomaru: "I-I'm Hokutomaru. My master told me to go pick up the big sister."
……」

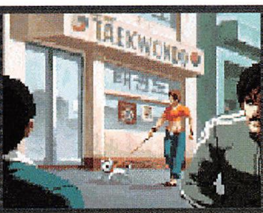

"Why didn't Andy come himself, and instead a kid like you shows up!?" Hokutomaru: "Wah!"

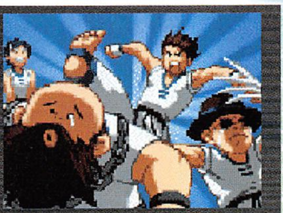

"Andy! You won't get away with this when you come back~!"
Hokutomaru: "……"

Kim

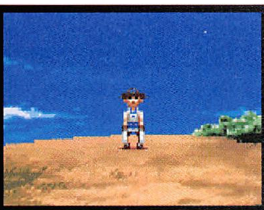

"...There are still vast evils in this world that surpass human understanding..."
"Let's do this!!"

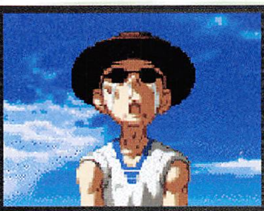

"I must train even more and eradicate evil...!"

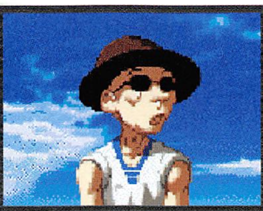

Thud!!
"Naive! Far too naive!"

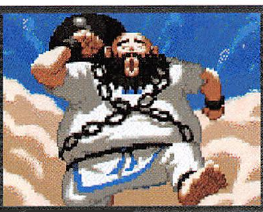

"You won't be able to defeat a great evil with that kind of th
"Hah!"
Chan: "As I thought..."
Choi: "...So this is how it turns out~"

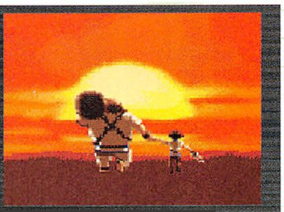
Choi Bounge


「……」

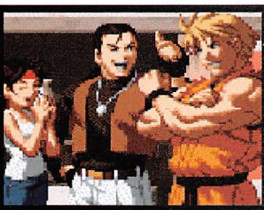

"I've returned..."
? "Chō~i"

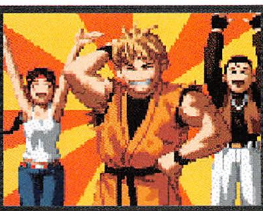

"?"

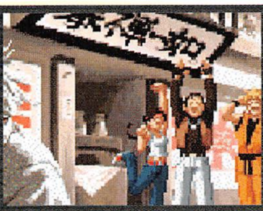

"!! Chan's Husband!!"
Chan "Waa~i"

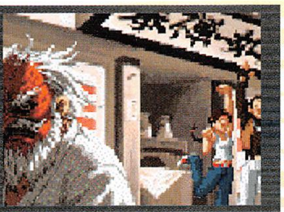

Chan: "I was lonely being a Washi person~"
"Let's stay together forever from now on~"

Ryo Sakazaki

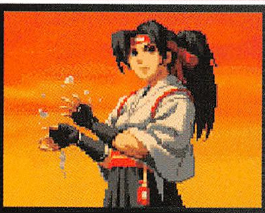

Robert: "Ryo!" "I heard you went on another pilgrimage of warrior training and won every single match this time too!"
"Heh heh, well then."
Yuri: "Amazing~"
Robert: "All right!" "To celebrate Ryo's winning streak and safety...\"

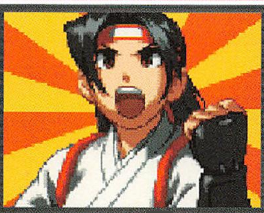

Robert: "Banzai! Banzai!"
Yuri: "Amazing, chi~"
"いやー、はっはっは!"

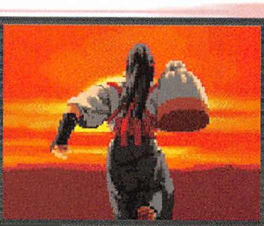


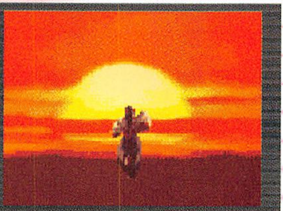


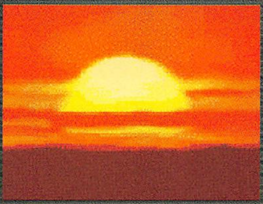
Kasumi Todoh

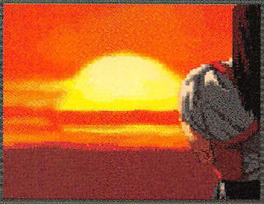

"Okay—I've protected the honor of the Toudou style!"
"Well then......"

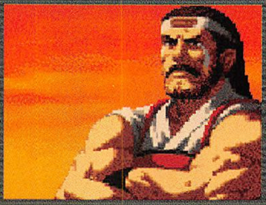

"Now I just have to find Father quickly!!"


"Whoa—"

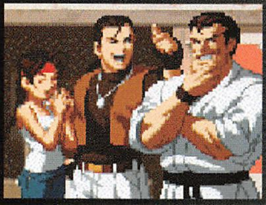


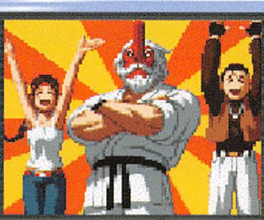


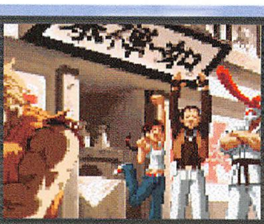


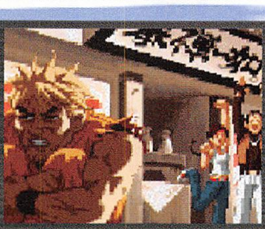

Todō Ryūhaku: "Kasumi... You were mag nificent. Your growth makes your father very proud!!"

Mr. Karate

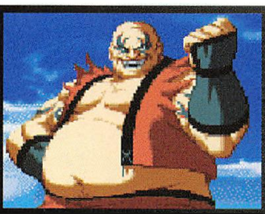

Robert: "Master! It seems this time's warrior training was another series of consecutive wins!"
"Heh heh heh"
Yuri: "Amazing, chii~"

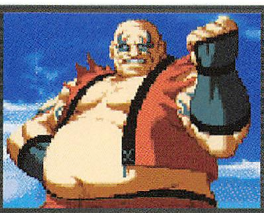

Robert: "Mr. Karate
Yuri: "Amazing, chii~""
"Banzai!!"
"Heh heh heh"

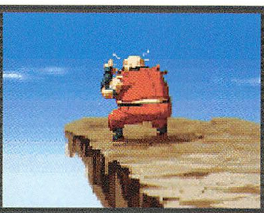


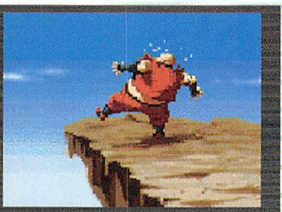


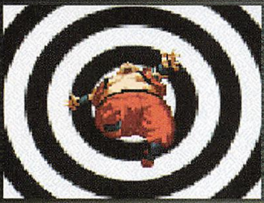
Earthquake

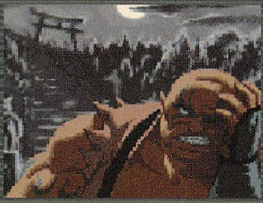

"Guhihi! Gufufu~ Every single one of them is so weak..."
"They're all just idiots~!"

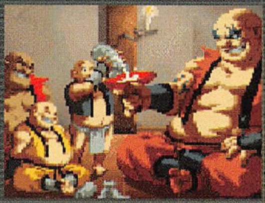

「……」
"Hmm... Without those guys around, I just can't seem to get into the groove ..."


"Waaah, I want to go home~"

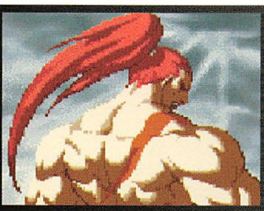

"Guh!? Wh-what's that?!"

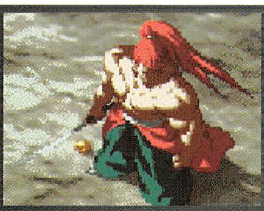

"Buhee!?!"

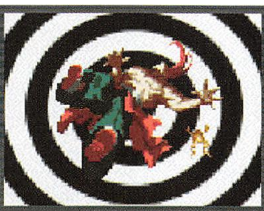

"...U... Where is this...!?"

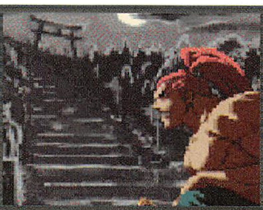

"Gufufu~ As I thought, the hideout is so comforting~"
Underling: "Oh, come on, boss~"
"Guhhihihi~"

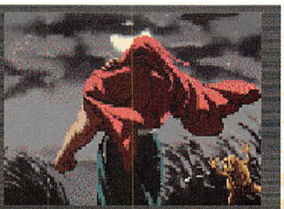
Gagami Genjurō


"In any era, the strong are only me, the sole one!!"

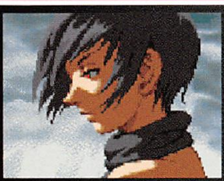

"......A tremor... or is it a quake?"

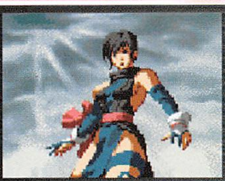

"Nuuu~!"

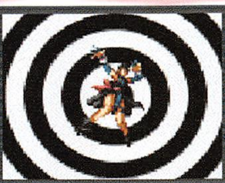

「……」

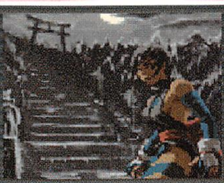

"It seems you spent a rather pointless time..."

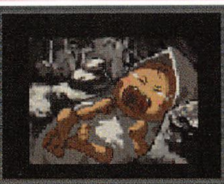
Color

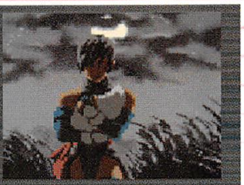

「……」


"!? "

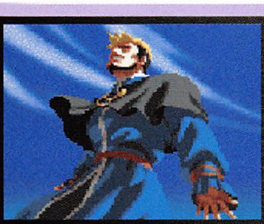

"Aaaa—"

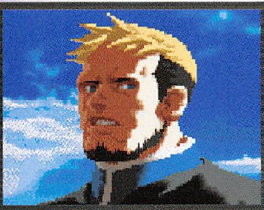

「……ここは……」
"So... you've returned..."
? "Wah!"
"?"

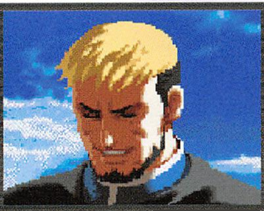

「……!!」

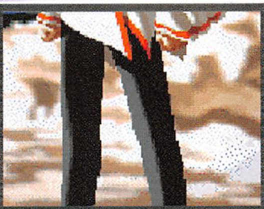

"...There, there... Now... let's go
...to that man's place..."

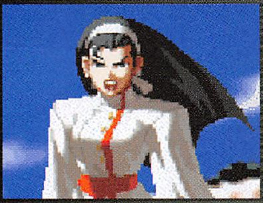
Ge-Nitz

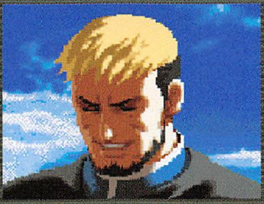

"...Those non-human beings... someday they might become obstacles to my plan..."
"Ah... a pleasant breeze has started to blow..."

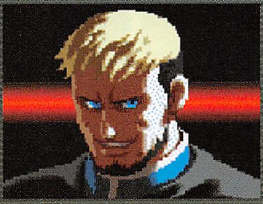

?: "Geese!!"
"......You are......"


"......Huh. You are quite a persistent person, aren't you?"
……」

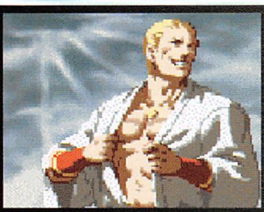

?"I didn't think it possible, but he really has been resurrecte
...this time I will"
"seal your power completely"
"He is... there..."

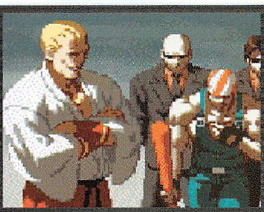

Chizuru: "......Forever!!"

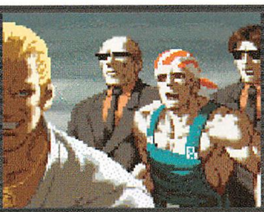

Foolish person...... What do you think you can do against me all by yourself? ...Well, very well. I suppose you will regret it to the fullest."

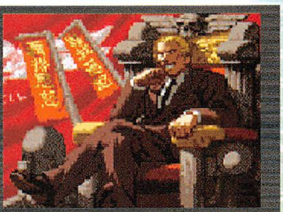

"in the afterlife!"

Geese Howard

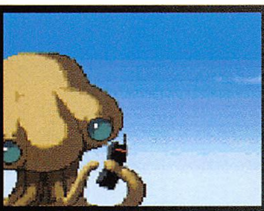

"Hmph, even if it is another dimension, before Lord Geese, it is after all just a game..."
?: "...Lord Geese!"

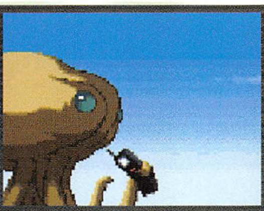

Billy: "I have come to fetch you."
"Huh, Billy... well done."

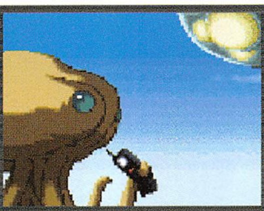

"...But before I return, there is one thing I must do
..."
Billy Ripper Hopper: "Huh...?"
"Heh heh heh... Let's go. We're headed for Thailand."

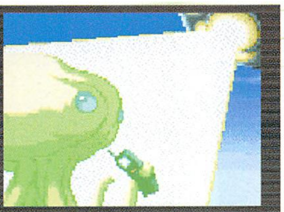

...Not only South Town, but also Shadaloo Base fell under
Geese, who made them his own, is now drawing closer t
$3 ……。
"Kukuku... The day when Lord Geese rules the world is n

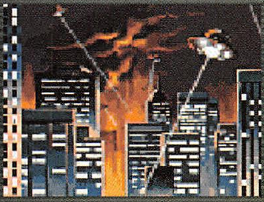
Mars People

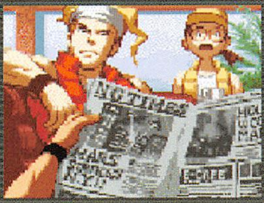

<...bibi bi...>
Earth Advancement Operation Phase One
Recovery Materials... Seeking Usefulness>
<...bibi bi...>
"Roger"

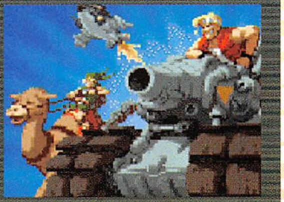

「"Entering the second stage"



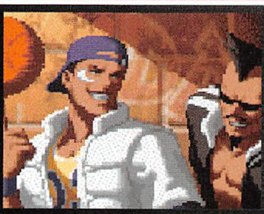


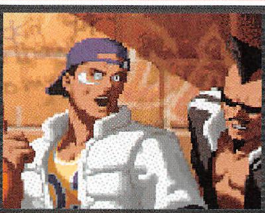

"Screaming"
"Wah!"

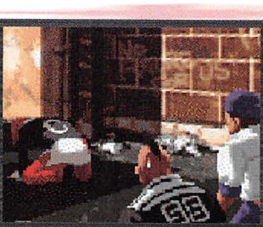

"Martians invade New York!"
Terma: "That bastard, shameless as ever, came back again!!"
Marco: "All right, it's been a while—let's do this!"

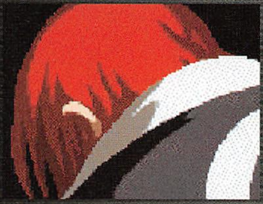

"Metal Slug, move out!!"

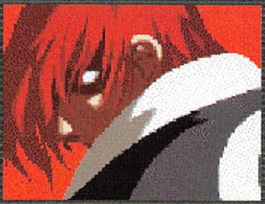
Tsuki no Yoru Orochi no Chiniku Rufiori

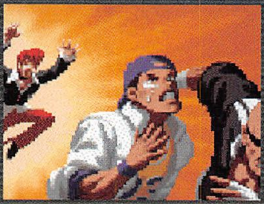

Lucky: "...Then he had the nerve to say, 'I lost that time because I was hung over and couldn't perform well for two days!!'" Heavy D!: "Huh, what's that supposed to mean?"


Lucky: "Ah......!"
Heavy D!: "Hm?"

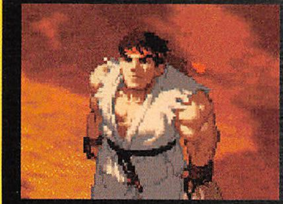

Lucky: "That guy curled up over there, could he possibly..."

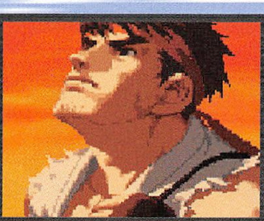


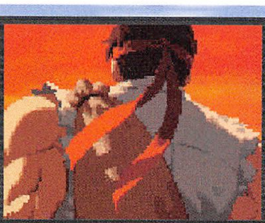

Lucky Heavy D!: "!!"

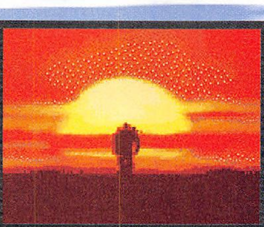

Lucky: "I knew it, awesome!" Heavy D!: "He's gone berserk~!" Lucky: "He's not even on our team—there's no way I'm going to let him kill me!!"

Ryu

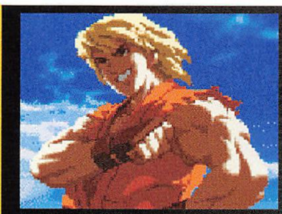

「……」

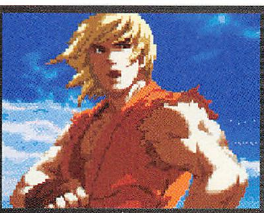

"There are still so many worlds I don't know about..."

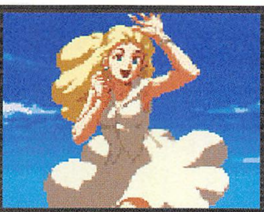

"And powerful warriors I have yet to see..."

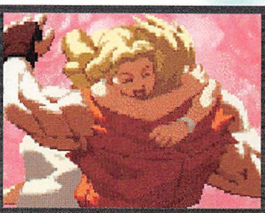

"Then let's go, anywhere To face an even greater foe e and everywhere!! Seeking the day we meet...!"

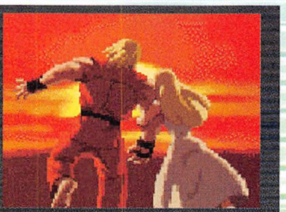
Ken


"I don't know if you're an angel or a devil, but does it really matter? 'Ken!!'"
Not here!

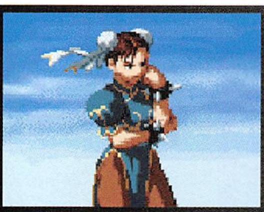


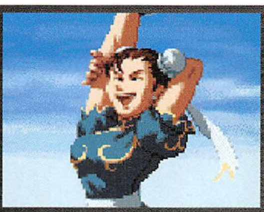

"!?...... Eliza!"

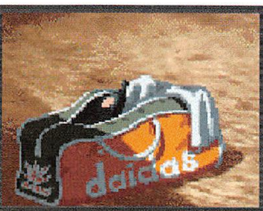

Eliza: "Got you!"
"Ugh!"

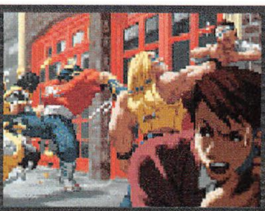

Eliza: "Geez, I was already worried, you know!"
"Whoa—don't pull so hard..."

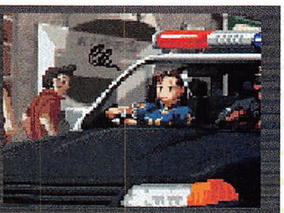
Chun-Li


"What on earth was that world...?"

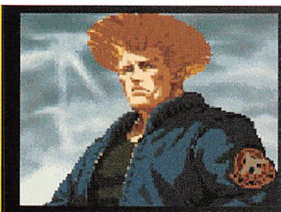

"Well, whatever! From today on I'll be just a normal girl, bee-bee-bee..."

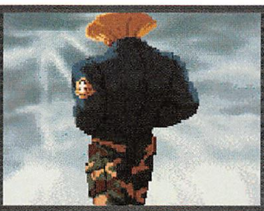


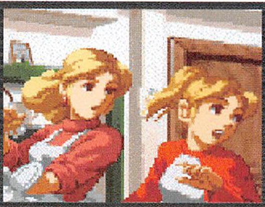

"Hello... Hello... Ah, Detective Chun-Li! Villains are running rampant again in Metro City, and we can't handle them! Please send backup immediately!!"

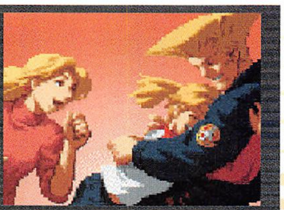

"...After all, it seems I still can't become an ordinary girl"

Guile

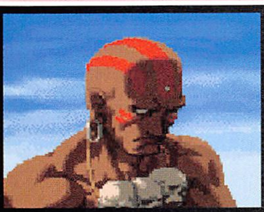

"If... if there really is an afterlife..."

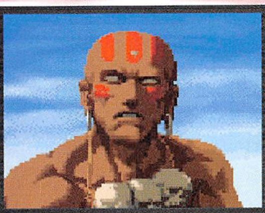

"...I can't help but hope that it is a peaceful place of rest."

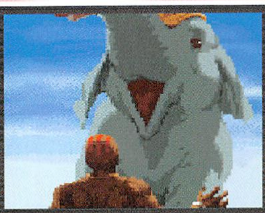

"...But for now..."

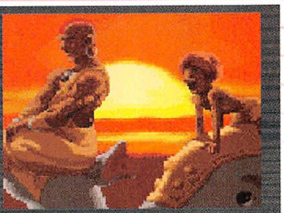

"I want to cherish those who are alive..."

Dhalsim

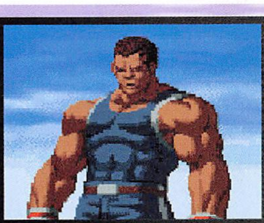

"...Compared to the radiance of the gods, my power is far too powerless..."

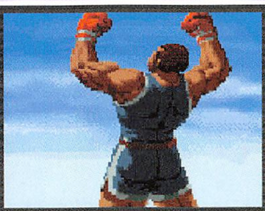

"Paooo~"

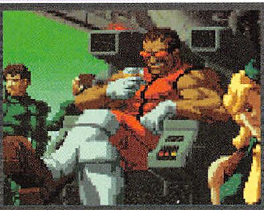

Datta "Tou-chan"
"Oh, was that it!"
Datta: "I came to pick you up~!"


Datta: "Your mother is waiting for you."
"Yeah, let's hurry home and have some curry..."

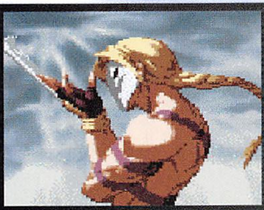
Bison

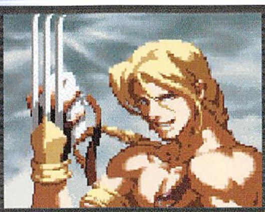

"With this, I'm the best in the world!"

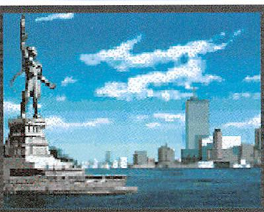

"Shadaloo will be mine too—yaaah!!"


...After that, Bison made Shadaloo his own.
Is the day of world domination near...?

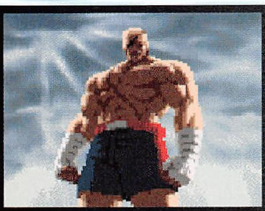
Balrog

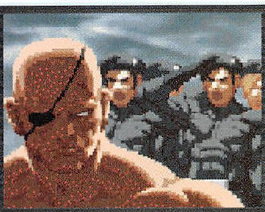

"The strongest fighting ability... and this good looks... also"
"There is nothing left to fear... anymore..."

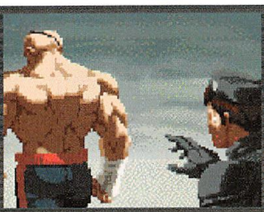

"I'm number one!!"

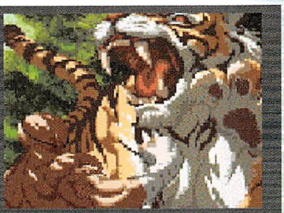

...After conquering the world, Balrog erected statues of himself all over the globe.
"Hahaha... worship me! I will carve my beauty into this planet forever...!!"

Sagat

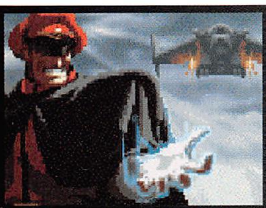

"...The strongest on earth... despite how much I yearned for it,
what is this emptiness I feel now...?"
? "Lord Sagat!"

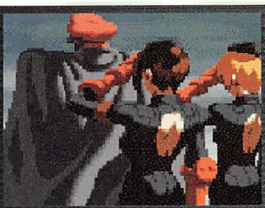

Shadaloo Member "From today you shall be the Grandmaster of Shadaloo! Command us as you wish!!"

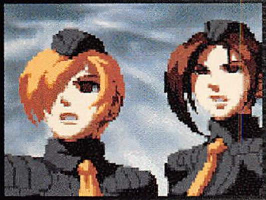

"How trivial... give such things to Bison or whoever......"
Shadaloo Member "!?... Where on earth are you going...?"

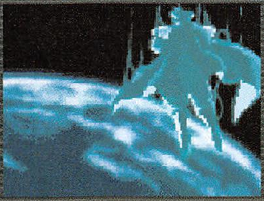

・・・・・・Back in Thailand, Sagat was undergoing even more intense days of training than before
"Ryu! I will always be waiting! Now hurry and climb up to this height・・・・・・!!"

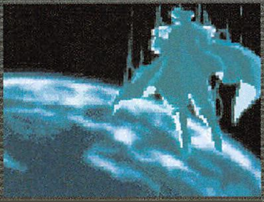
Vega

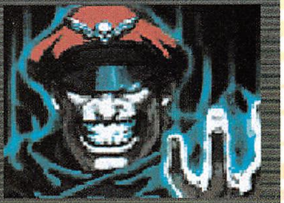

"Fofowoho...a surge of power I've never felt before
...!!"


Yuni "Lord Vega, I have come to greet you!"
"...No greeting is necessary..."
Yuni "Huh?"

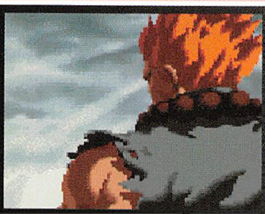

Yuni "......Terrifying Psycho Power....."
Yuri "As expected, that person is the one who will conquer the world"
"Appropriate......"



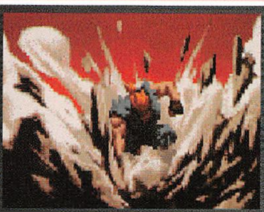

"Kukuku・・・・・・this planet will finally be in my hands
The time has come to settle・・・・・・"

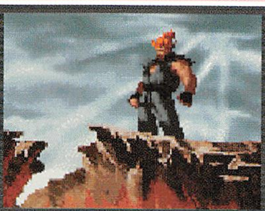

"Ha-ha-ha-ha-haaa!"

Gouki (Hell Chapter)

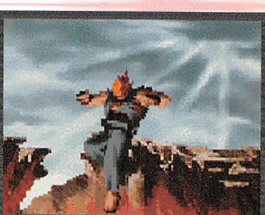


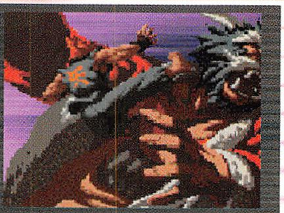
"......As expected, there are no stronger ones on the surface to be sought after 『Hmph!
not at all"
"Then..."





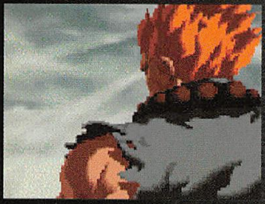
"The demon world...... it will serve as a brief pastime...
...」



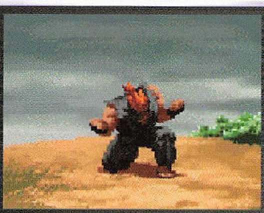


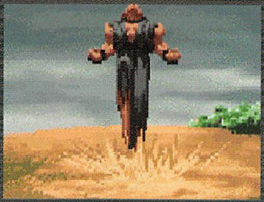
......The monsters' roars cut through the stagnant air of the demon world. Gouki's insatiable desire for strength continues without end

Gouki (Heaven Chapter)

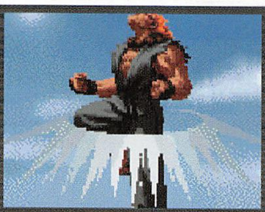


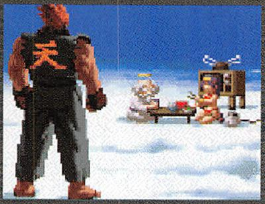
"......After all, there are no stronger ones left on the surface to seek."
"Then..."





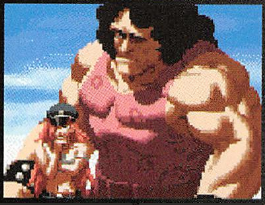
"Hmph!"



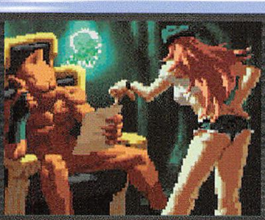


Athena: "......God, it seems someone else has come ag
God: "Huh? Now then......"
"God or whatever, I want to have a match with you......
Gouki's (Akuma's) insatiable desire for streng

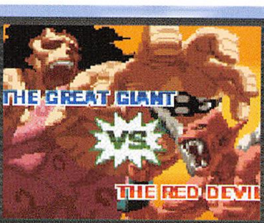
Hugo (Hell Chapter)



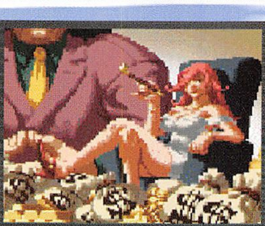
Poison [..I didn't really understand it, but... this is usable!!]



~Afterwards, Poison herself went to the demon world and made a pact with a demon~

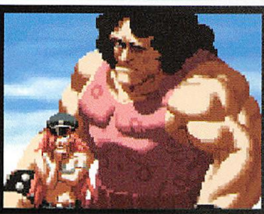


~She staged "The Match of the Century! Demon vs. Great Giant"~
~The show was a huge hit around the world~

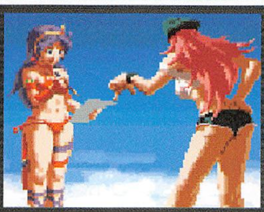


~Having acquired enormous wealth, Poison spent a lively and entertaining life togeth

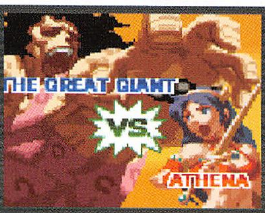
Hugo (Heaven Chapter)



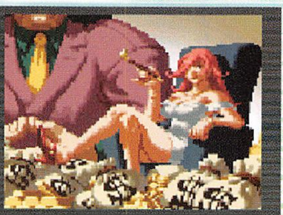
Poison: "••••••I didn't really understand it, but ......this is useful!!"



~Afterwards, Poison went to the celestial realm herself and made a pact with Athena~

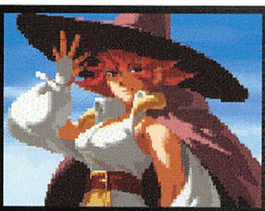


~"A miraculous duel! The heavenly girl swordsman Athena versus the great giant" was planned~
~The show was a huge hit around the world~

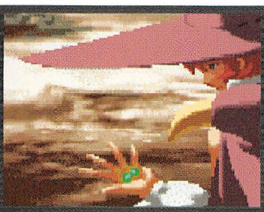


~Having acquired enormous wealth, Poison spent a lively and entertaining life together with H

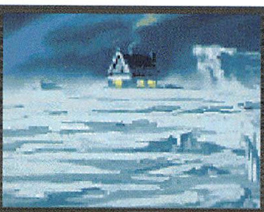
Tabasa (Tabasa)



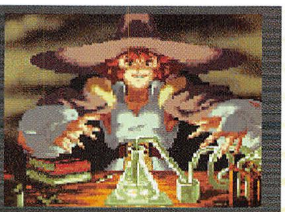
"That world wasn't as impressive as I expected"
"...was it... However"



"We were lucky to obtain this fruit that only grows there, weren't we?"
"With this alone... fufu"

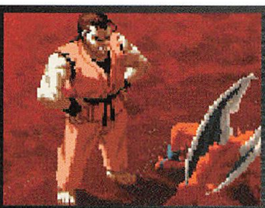


"With this... this and... this...!!"

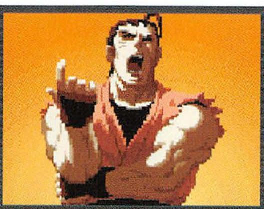


"Ufufu... at last a new magic is finally complete...!!"

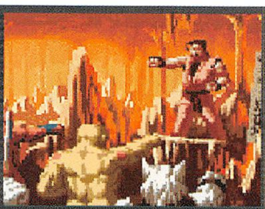
Dan (Hell Arc)



"Are you already wiped out? You're all talk and no action, you bastard!"
Ari ma: "Gugigi..."



"Get up! I'll straighten out your guts and set you right!"



"...Ora ora—! Your waist isn't braced!!"
"500 more! Put some spirit into it!"
Monster: "...Osu!"

Dan (Heaven Chapter)

"Have you already collapsed? Pathetic fool!"
Athena: "Ugh..."

"Get up! I'll straighten out your guts and guts!"

"...Ora ora—! Your waist isn't braced!!"
"500 more! Put some spirit into it!"
Athena: "Osu!!"
God: "......"

Demitri (Hell Chapter)

"Fuhaha... after all, merely inferior trash, not even worth talking about."
Ariema: "Gugugigi..."
"Now then... shall I escort you to your master's presence?"
「......」

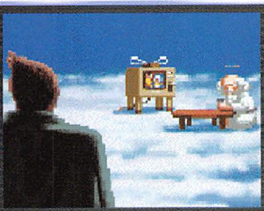
"Oh? So you are the ruler of this place... but that ends today..."

"From this very moment, from this time onward, the ruler of this world is this 'me'"

"Dimitri Maximoff!!"

Dimitri (Heaven Chapter)

"Fuhaha... after all, just a little girl, not even worth talking about."
Athena: "Ugh..."
"Well then... I will guide you to your master's presence."
"Uka..."


"Oh? So you are the ruler of this place... but that ends today......"

"From this very moment, from this time onward, the ruler of this world is this 'me'"

"Dimitri Maximoff!!"

Rockman Zero

".....Were you able to come back?"

"Kuh......
I didn't expect there to be so many of them..."
?" ......y...... Ro... ZEROO!
"Zero"
Are you okay?

There are more troublesome ones than the Irregulars, Ciel... ah, it's fine, I'll be returning now."
Ciel: "Yeah... got it, be careful."

"X... This world you were entrusted with.
.. it seems I still have things left to do..."

Brainwashed Ken

「......」
"..:Uuu..."

"Where is this...? What have I been doing until now...?"

"Ken!!"

"!?... Eliza!"

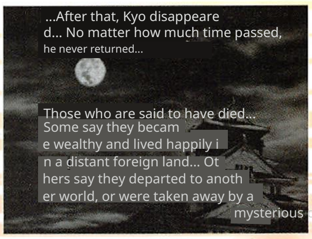
Eliza: "Got you!"
"Ugh!"

Eliza: "Geez, I was worried about you!"
"W-wah, don't pull so hard..."

Note: The "Heaven Route" can be seen by defeating Athena and clearing the game, and the "Hell Route" can be seen by defeating Red Arremer and clearing the game. See page 158 for details.

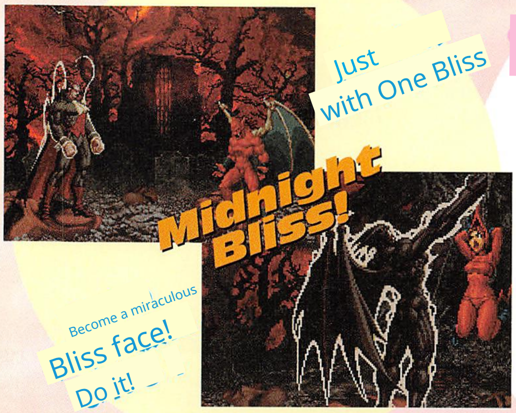
Common
Bad Ending

If you are defeated by the final boss, or clear the game without meeting the final boss's appearance conditions (see page 158 for details), you will get a bad ending. The characters who could not return to their original world—where might they wander?


...After that, Kyo disappeared... No matter how much time passed, he never returned...

Those who are said to have died...
Some say they became wealthy and lived happily in a distant foreign land... Others say they departed to another world, or were taken away by a mysterious organization— su

Brin is being blissed... but I am the only one!!



Sweet
Bliss
Colosseum

~Midnight Bliss Graphics Collection~

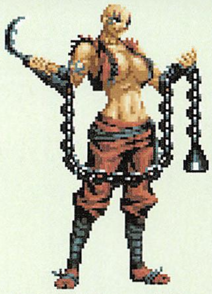
Demitri Maximoff's super move "Midnight Bliss" transforms the opponent into a woman in order to feed on the beauty's blood. In this corner, we will publish those gorgeous graphics.

No surgery needed!

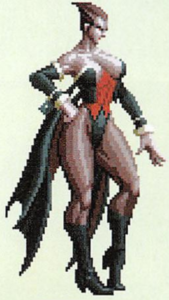
Bubbling with gorgeousness!

美人系 Inoanishi Bliss

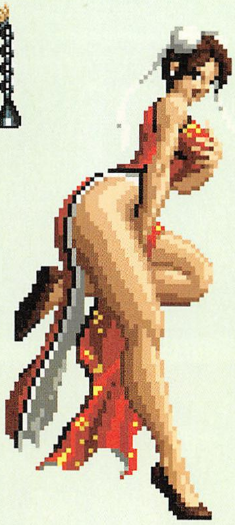
Here we will introduce characters whose appearance changes into adult women after Midnight Bliss. There are plenty of people who might become more popular than their original selves (especially Earthquake).



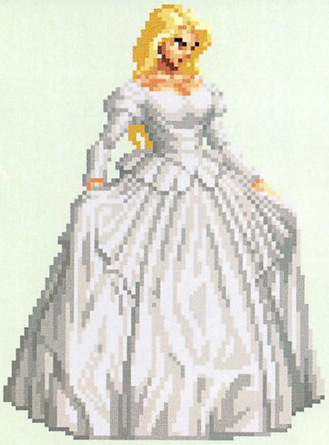
Earthquake



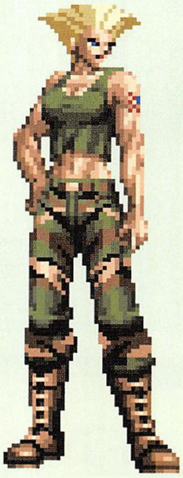
Demitri



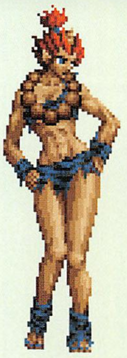
Chun-Li



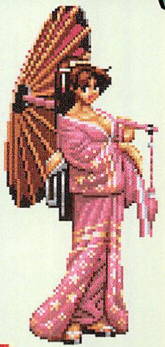
Ken



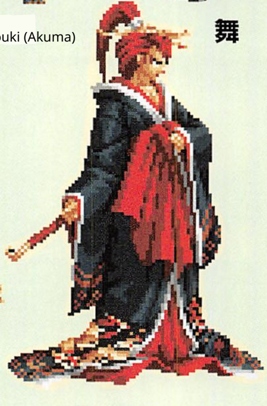
Guile



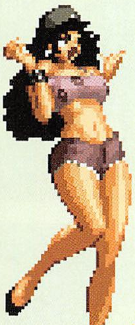
Gouki (Akuma)



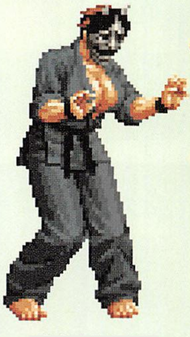
舞



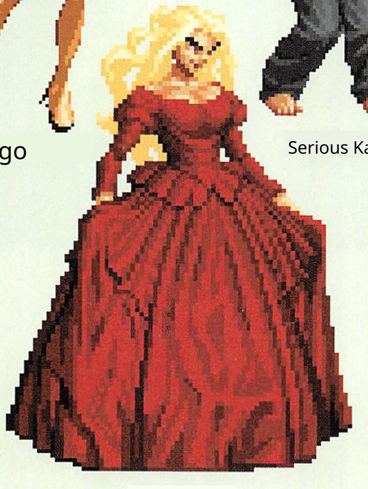
Genjūrō



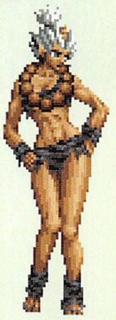
Hugo



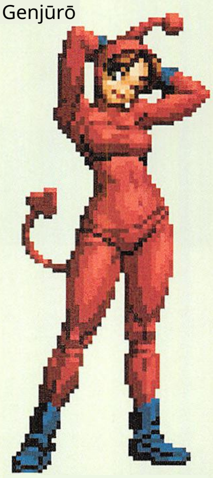
Serious Karate



Brainwashed Ken



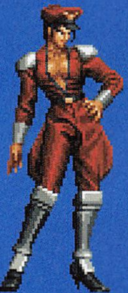
Zangief



Red Arremer

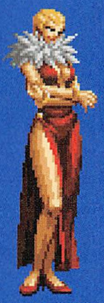
The Charisma of Emperor Bliss

The two villainous representatives of SNK and CAPCOM still exude the aura of overlords even after their transformations.



Bison L

ong live the military uniform bliss! A spirited woman I hit the straight pitch right into the heart of the officer enthusiast's sweet spot.



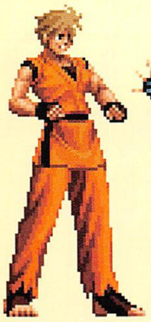
Geese

The lady dressed in a gown and Something like that? If you try to make a move you'll probably get hit with a counter technique.

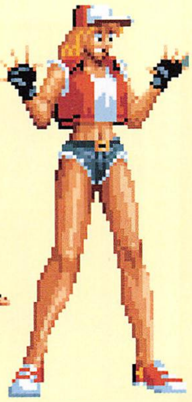
Body modification in 5 seconds
Exciting Buri Fist!

Maiden-style Bliss

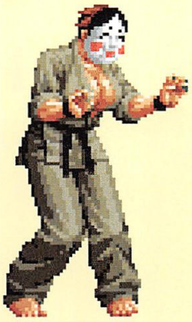
Here I've gathered characters who transform into U15, or graphics that look young. Among them are characters who appeared in Neo·Geo Pocket g
も……。ames Pretty Burst!



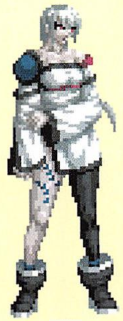
Ryo



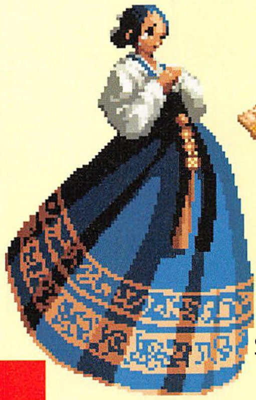
Terry



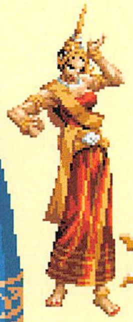
Mr. Karate



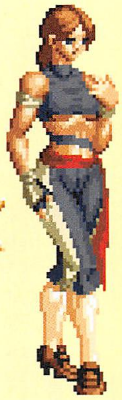
Color



Kim



Sagat

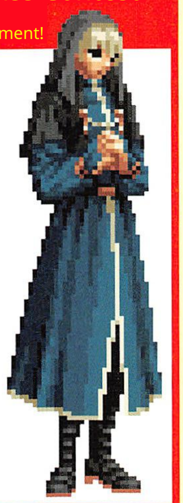


Balrog

1st SBC Cup
Beautiful Bliss Contest

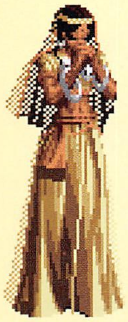
Winner Announcement!

By the author's personal judgment and偏見, the most beautiful Bliss girl in the world is decided to be Miss Gehnitz! A second contest is hoped for.

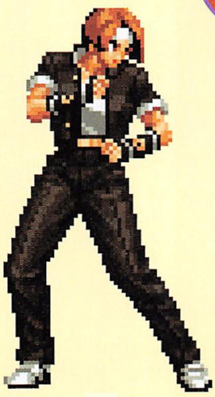


Ge-Nitz

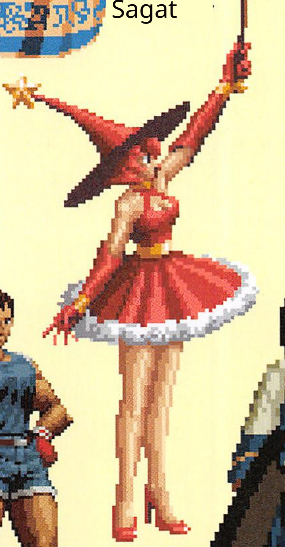
Gehnitz's bliss has the look of a neat, modest nun. Her hands folded at her chest give off that very impression, and you feel an urge to call out, "Please look this way."



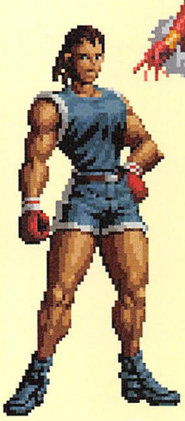
Dhalsim



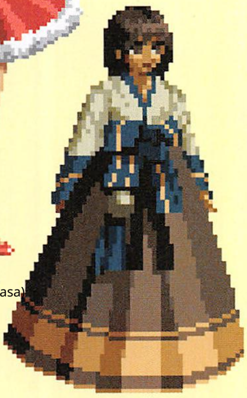
Kyo



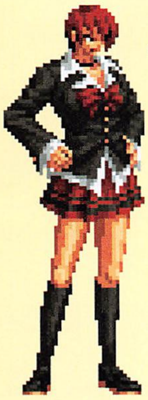
Tabasa (Tabasa)



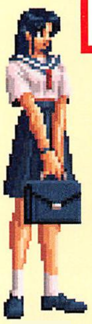
Bison



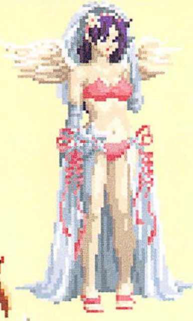
Choi



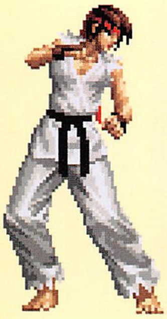
Iori



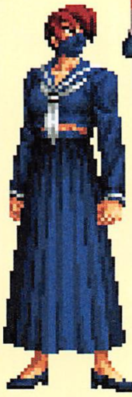
Kasumi



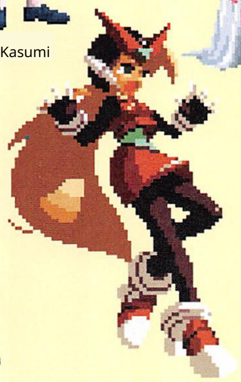
Athena



Ryu



Berserk An



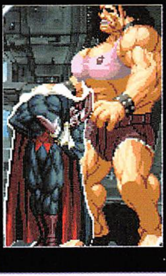
Rockman Zero

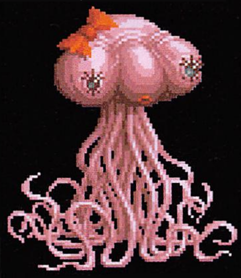
Bliss: A Cruel Tale

This press contains grotesque expressions.

Even for Lord Dimitri, is this the limit when facing aliens? Dan transforms like his sister, but does he become the blood of a beauty? Hugo presents a rare shot taken immediately after the bliss.

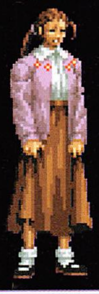
Hugo





Mars People

Dan

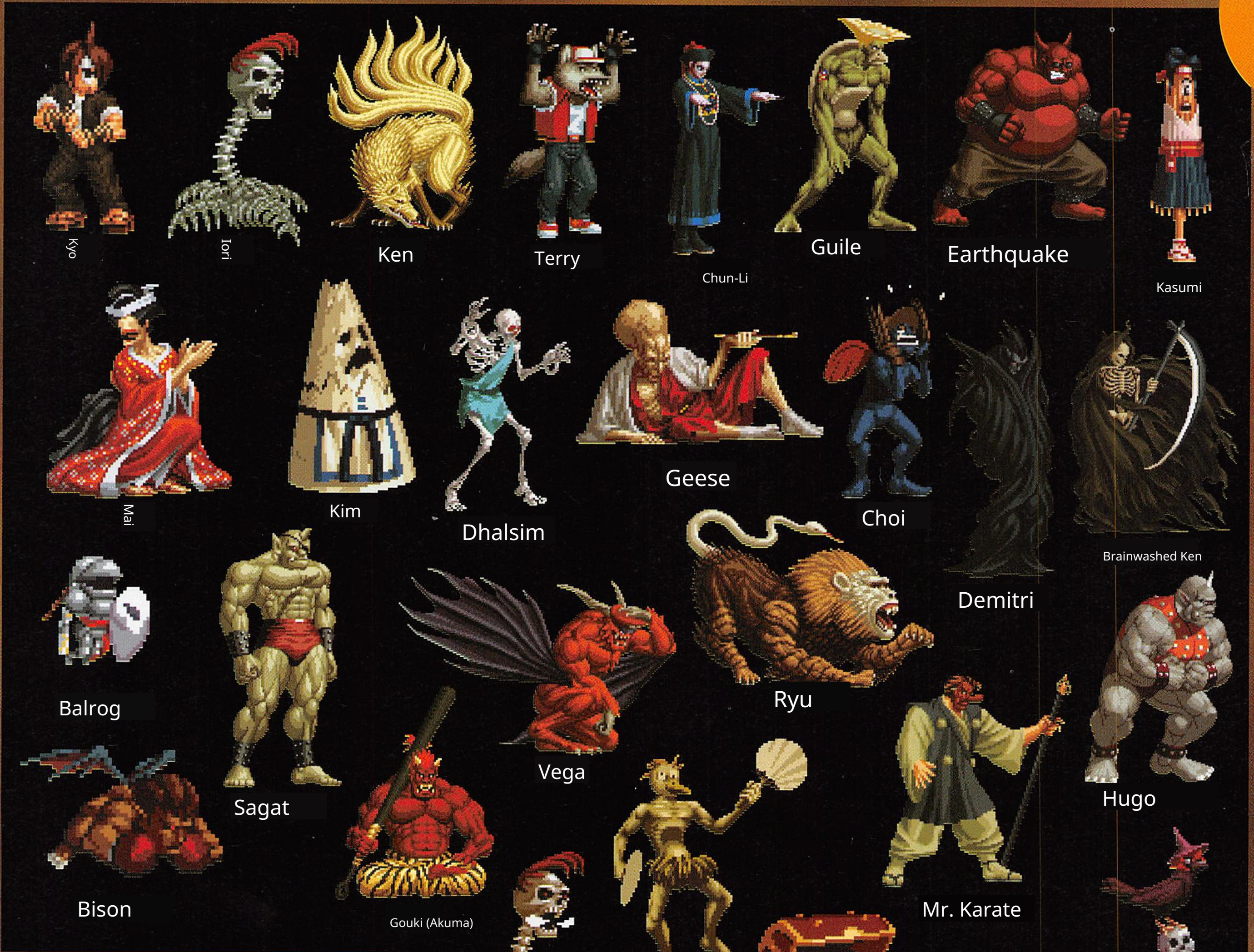


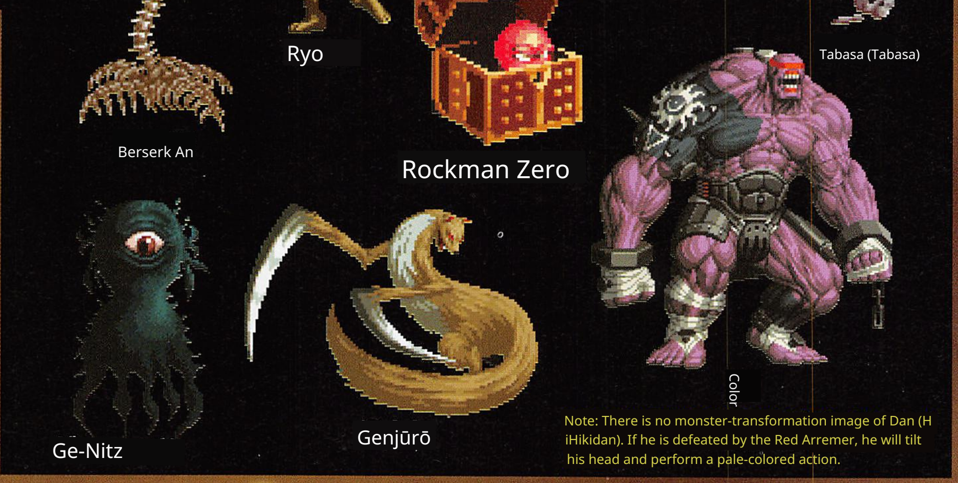
SNK VS. CAPCOM

Special damage/death animations

THE KING
MONSTERS

Gyagya...... (Editor's note: translated into human speech). The ones I defeat turn into monsters! It seems some of them transform into comrades from "Ghosts 'n Goblins" and "Ghouls 'n Ghosts"!


Kyo
Iori
Ken
Terry
Chun-Li
Guile
Earthquake
Kasumi
Mai
Kim
Dhalsim
Geese
Choi
Brainwashed Ken
Demitri
Balrog
Sagat
Vega
Ryu
Hugo
Bison
Gouki (Akuma)
Mr. Karate

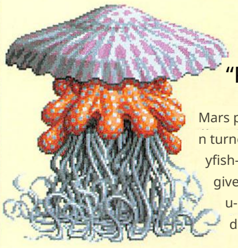

Ryo
Tabasa (Tabasa)
Berserk An
Rockman Zero
Ge-Nitz
Genjūrō
Color

Note: There is no monster-transformation image of Dan (HiHikidan). If he is defeated by the Red Arremer, he will tilt his head and perform a pale-colored action.

Red Arremer

Highly recommended!!

From a demonic aesthetic, it's a wonderful design! It looks like it would taste good if you ate it.



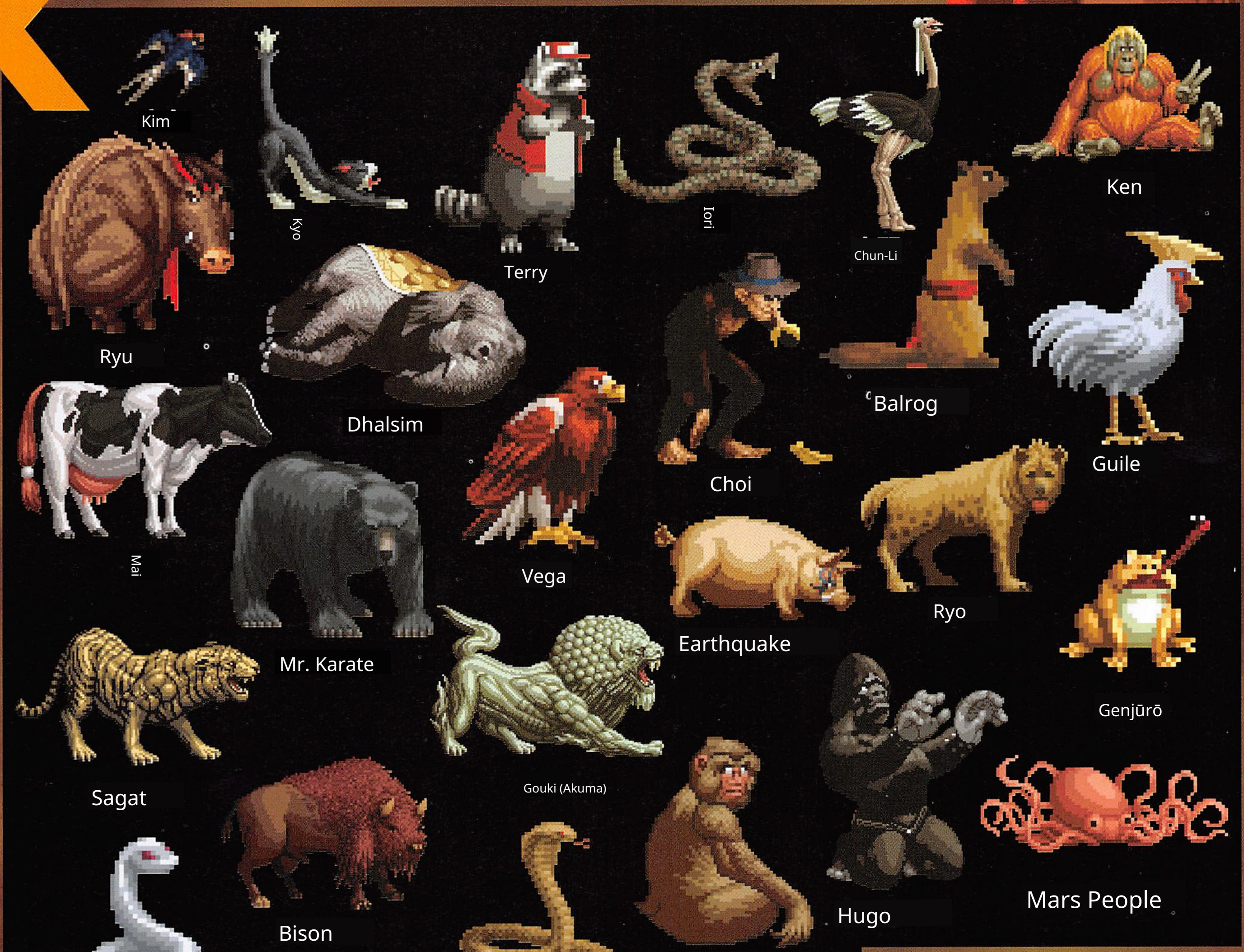
Mars "People

Mars people who have been turned into deep-sea jellyfish-like monsters. They give the player a Cthulhu-like, or rather, an indescribable sense of dread.

SVC CHAOS

Red Arremer & Athena Chapter
& of ANIMALS

It is my mission to protect the heavens. If I punish them and then transform them into adorable animals, needless conflict should not occur... Hey, why are there so many ferocious animals!


Kim
Kyo
Terry
Iori
Chun-Li
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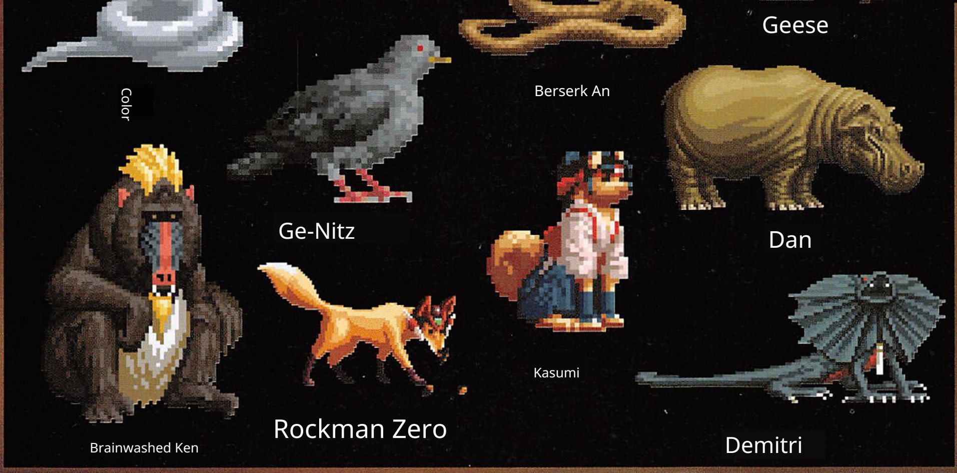
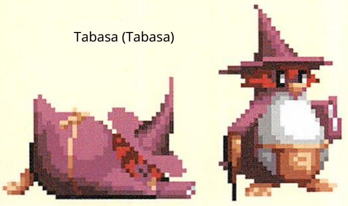
Ryu
Dhalsim
Balrog
Guile
Choi
Mai
Vega
Earthquake
Ryo
Mr. Karate
Genjūrō
Sagat
Gouki (Akuma)
Hugo
Mars People
Bison
Geese


Color
Berserk An
Ge-Nitz
Dan
Kasumi
Brainwashed Ken
Rockman Zero
Demitri

Athena's Recommendation♡

The Lovely Animal Grand Prize goes to "Tabatha"! Her tumbles are incredibly cute.

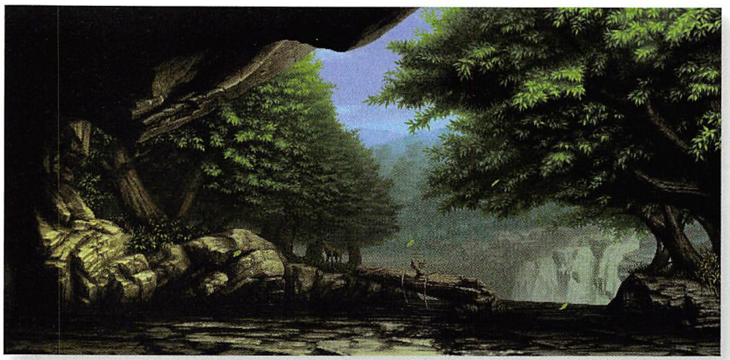

Tabasa (Tabasa)

Background CG Showcase

We will introduce stages used in CPU battles and versus matches, as well as stages that can only be seen by reaching a Boss, together with comments from the design staff.

The concept of the project "SNK VS. CAPCOM SVC CHAOS" is "NOT A MATCH" — that is, not a tournament-style bout but a real fight. The stages introduced here have all been chosen as locations suitable for unpopular duels, creating a tense atmosphere in each stage.

As for Boss stages, in "Blockade space" either Berserk Iori or Brainwashed Ken will appear, and in "Guardian-dogs temple" either Serious Karate or True Akuma will show up to liven up the CPU battles.

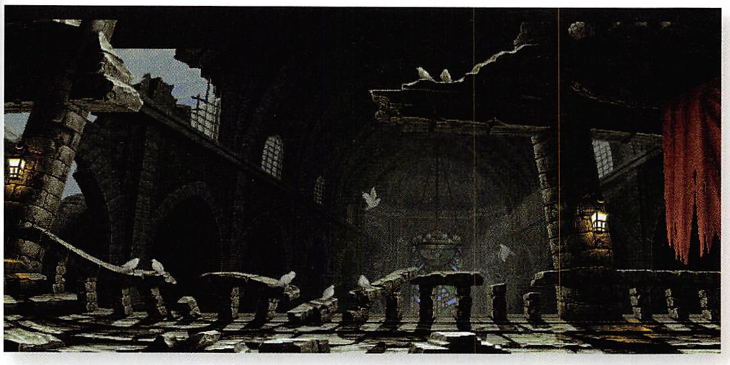


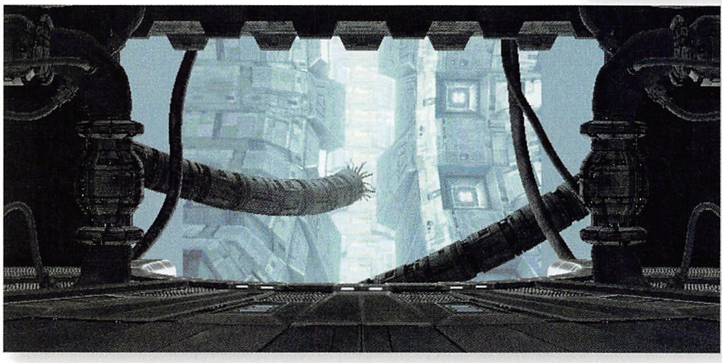
Green of forest

We created a stage meant to evoke the feeling of forest air.

Nude Place

I hoped to create an atmosphere that felt like a forgotten place.





Power generation room

This background is not inside an elevator.

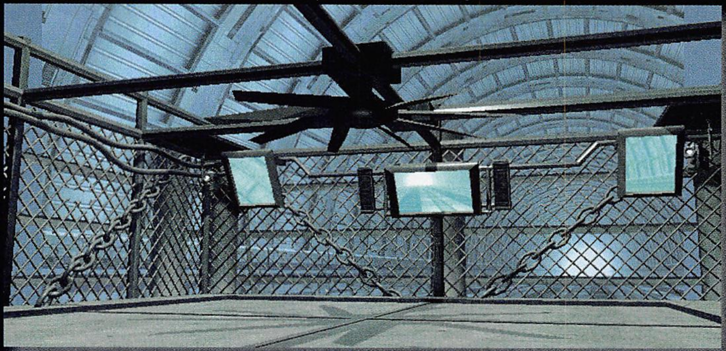
What is behind it is a massive generator.

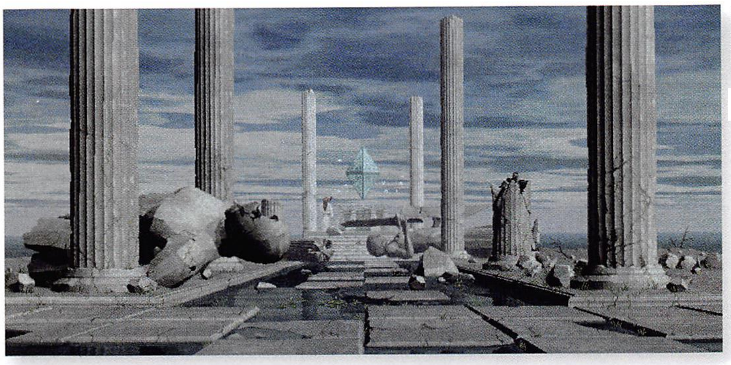
Normal Stage

Boss Stage

Blockade space

I wanted a background reminiscent of a professional wrestling steel cage deathmatch, but it stood out compared to the other backgrounds, so I added some sci-fi elements.



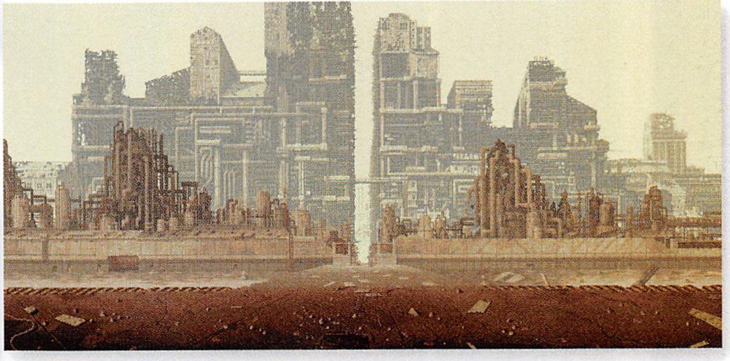


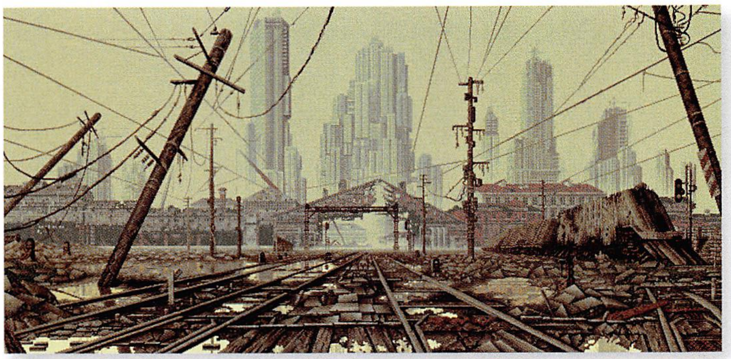
Crystal shrine

I wanted to make the cloud movement a bit better, but I ran out of time.

Factory abandoned

NEVERMORE is the best. I listened to them all through work. I hope they come to Japan someday.





Station obsolete

A few years ago, at Shin-Osaka Station, Daisuke Miyagawa and Hanako

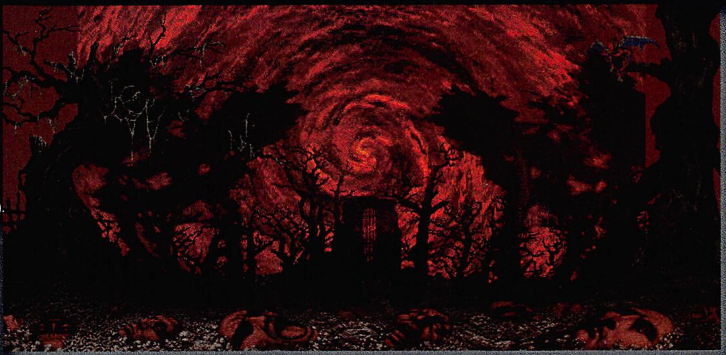
I saw it.

The way (someone) walked looked quite ordinary.

A secret stage

The village in the maniac world

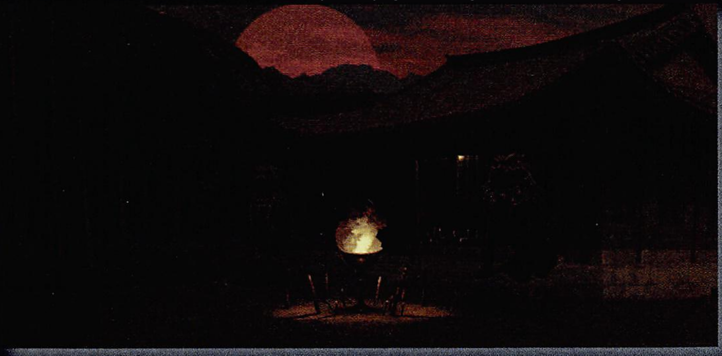
Because the Red Armorer is the boss, I had Devil May Cry in mind, but only the graves and trees remain reminiscent of it. It's hard to see, but a mini Armorer is located in the upper right.

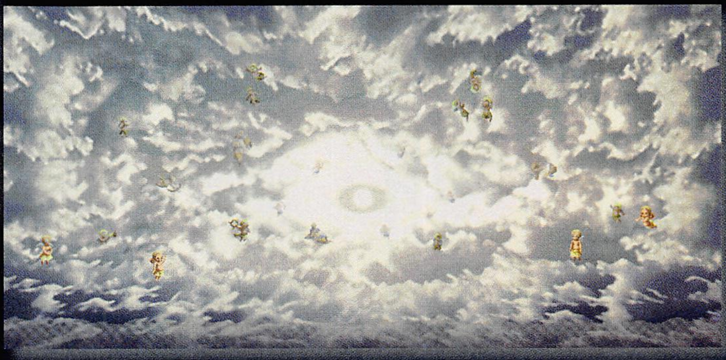


Guardian-dogs temple

It's a rather dark stage, but that is to bring out the lighting effects.

By the way, "guardian dog" refers to a komainu (guardian lion-dog).





A secret stage

ATHENA's holy world

This is a so-called hidden stage where the boss is the heroine from SNK's past game "Athena." It pairs with another hidden stage to form "Heaven and Hell," representing Heaven, but it isn't Heaven itself — I designed it as an image of the "path to Heaven." Because it's a stage filled with clouds, it caused various difficulties in production, but I think I learned a lot from it.

Reading it makes you feel a little lucky

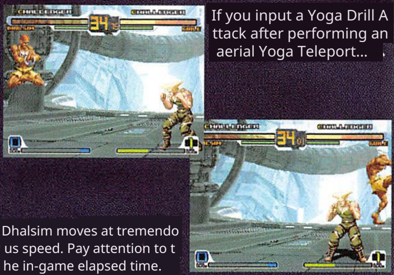
'SVC "Chaos" Collection of Astonishing Phenomena'

Ranging from things that might be useful in actual matches to amusing topics that could spark conversation, we've gathered nine "astonishing phenomena" in "SVC Chaos." Read this page and enjoy their charm to your heart's content.

Text: Kyokugendo

Yoga Barcelona (named by the editorial department)

When the power gauge is below Lv1, if you perform an air Yoga Teleport and then input a Yoga Drill Attack, Dhalsim moves at an astonishing speed (the trajectory varies with the type of Yoga Teleport). While moving you can perform various attacks and Yoga Teleports, allowing you to move in tricky ways!

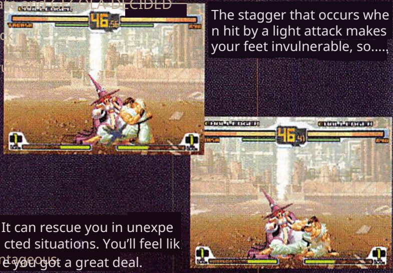


If you input a Yoga Drill Attack after performing an aerial Yoga Teleport...

Dhalsim moves at tremendous speed. Pay attention to the in-game elapsed time.

Tabasa's "crouch hit" invulnerability

When Tabasa is in a crouching state and GECOLA DECIDED
If she is hit by the opponent's light attack
during the stagger her feet become invulnerable
Ryu's basic combo,
such as crouching B → +D,
if the first hit is taken while crouching
the second hit will whiff,
so compared to other characters
this can be considered somewhat advantageous.

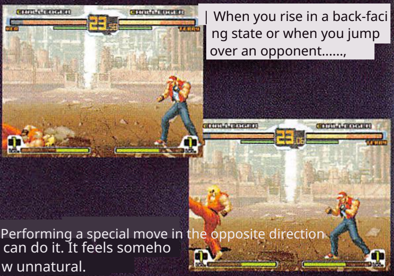


The stagger that occurs when hit by a light attack makes your feet invulnerable, so.....

It can rescue you in unexpected situations. You'll feel like you got a great deal.

A special move comes out facing backward

When Ken has his back turned to the opponent, if you perform Hatchet Drop Kick, Scythe Sweep Kick, or Wide Roundhouse Kick, a silly phenomenon occurs where you perform the move without turning to face the opponent. This phenomenon is easy to aim for when rising in the back-turned state, so try it if you have the chance!?

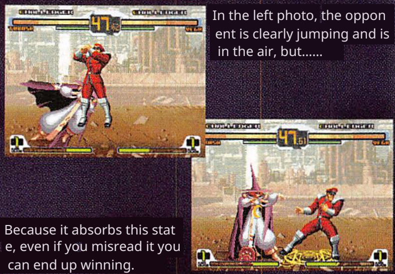


When you rise in a back-facing state or when you jump over an opponent......,

Performing a special move in the opposite direction can do it. It feels somehow unnatural.

Is Tabasa's throw unavoidable!?

In a fight against Tabasa, have you ever felt you jumped but were nonetheless thrown by Ascend Proof? Actually, this move can throw an airborne opponent up to a certain height. However, it cannot grab during the initial jump startup (the crouching-like motion at the start of the jump).

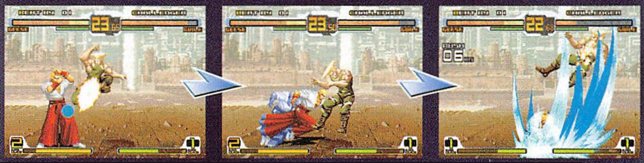


In the left photo, the opponent is clearly jumping and is in the air, but......

Because it absorbs this state, even if you misread it you can end up winning.

Geese's strange guard point

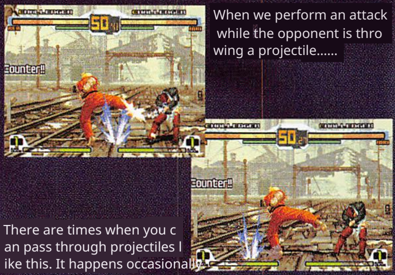
Geese's weak Flying Sun Wheel has a special guard point immediately before the leap; if struck there, the move is interrupted and becomes a guarded state. If you time it well, you can hit with the Flying Sun Wheel while guarding against the opponent's attack.



You can even perform combos like Flying Sun Wheel Slash → GC Front Step → Raging Storm!

Invulnerable during hitstop

During the hitstop after landing an attack, the character becomes invulnerable. Because of this, sometimes an attack that lands will pass through the opponent's projectile. Many players may have encountered this phenomenon by chance.

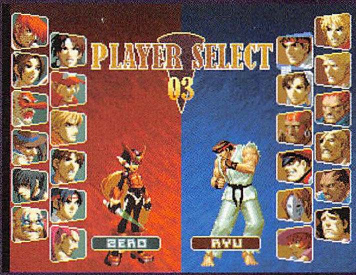


When we perform an attack while the opponent is throwing a projectile......

There are times when you can pass through projectiles like this. It happens occasionally.

Hidden Character Select Tips!!

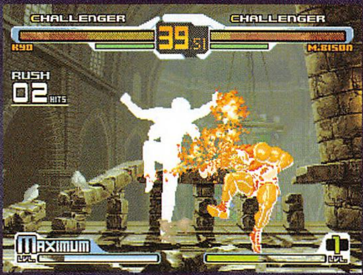
After entering the hidden character appearance command, press AC or BD simultaneously (the character is not decided at this point). Then release the Start button and move the cursor to any desired default character. After that, press a button: if the command input was successful you will select the hidden character; if it failed you will select the character the cursor is on.



If you use this move, the command input will fail
You can still choose your preferred character even while performing this

It flashes even though a super cancel was not performed

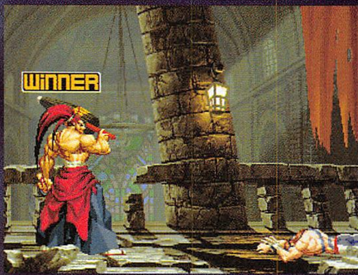
When EXCEED cannot be activated, if you attempt to super cancel a special move into EXCEED during MAX activation, the character will glow white even though the super cancel does not actually occur. This white glow has no effect at all, but if you don't mind the extra stick input, why not have them glow for no reason!?



At first glance it seems like there might be some amazing secret
It looks visible, but actually it's just glowing white.

Canceling the victory pose

In this game, when you win you can choose a victory pose by holding down the B button or C button. If you're using Genjūrō, select the C-button victory pose, and when the animation starts try releasing the button. You can switch midway to the B-button victory pose.



You can cancel up to about here. The button pose is the moment of pulling out the umbrella

TACTICS

SNK-side match strategy 176
Capcom-side match strategy 184
Game system related data collection 192

Strategy Guide

KYO KUSANAGI

Kyo Kusanagi

He is weak at zoning in ground combat, but the power of his close-range standing C starter combos is considerable. Actively look for opportunities from GC front steps and jump-ins.

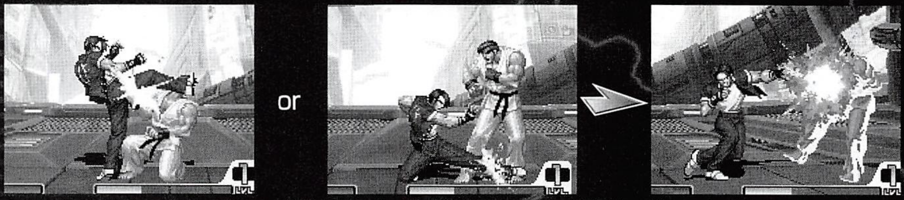
Basic Tactics

On the ground, use long-reaching far standing B and crouching D to control space, and anti-air opponents' jump-ins with Strong Oni-Yaki to knock them out. Occasionally, a large jump followed by a midair ◆+C to cross up from above can be an effective surprise tactic.

Weak R.E.D.KicK, which bites aggressively and prevents jumps, is an excellent zoning move, but if the opponent has even a little power gauge, you can be punished harshly from a GC front step, so avoid overusing it.

However, R.E.D.KicK can attack while going over projectiles, so against opponents who try to repeatedly fire projectiles from a distance to prevent approach, you need to time it carefully when using it.

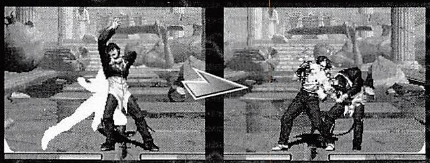
While MAX is active, you can deal heavy damage starting from a mid-hitting +B, so be aggressive to apply pressure using a two-choice attack with low crouching B.



If you can close the distance while MAX is active, you have a chance to disturb the guard with a mid or low two-choice. For the low option, from crouching B → crouching A → +D (first hit) transition into Poison Bite; for the mid option, link from +B into Poison Bite, then execute RUSH⑤ from the combo explanations below to deal heavy damage.

Exploit EGC front steps to land combos!!

Whenever the opponent throws out even a slightly vulnerable attack, it's a chance to deal big damage. From a GC front step, land a close-range standing C starter combo to rapidly take life. Against attacks with little vulnerability, use a GC front step into a CD throw that cannot be tech-rolled. After that, go for a cross-up with air +C to confuse the opponent's guard direction. Kyo struggles to seize ground control, so don't miss a single opportunity.



Learn the openings in the opponent's moves and use counterattac ks after GC Front Step to vary your responses. This is the biggest opportunity, s

Combo explanations

① is the basic combo starting from a jump-in. ② is a high-damage corner-only RUSH② combo. For Wild Bite, delay slightly and pull it in. ③ is also a combo that deals considerable damage. For Strong Great-Serpent Slash, hold the button down and charge for a brief moment before releasing to make it come out faster than usual and chain into it from a heavy attack. ④ is the basic low-starting combo. If EXCEED is available, be sure to finish with the Final Showdown Secret Art: Mushiki. ⑤ uses a wherever-hit (anywhere) cancel. For stability, omit the Guilt Chant only on the first loop. At the end, leave enough timer for the Great-Serpent Slash portion and link from Poison Bite or Kotozuki You (first hit) into Strong Seven-Five Style Kai.

RUSH①	Air + → close-stand C C → Poison Bite ~ Punishing Chant ~ Guilt Chant ~ Demon Burn
	(Corner only) Close-stand C C → Strong Seven-Five Style Kai → Wild Bite ~ Hachisaba ~ Kotozuki You
	Close-stand C C → Strong Great-Serpent Slash
	Crouching B → crouching A → C +D or Final Showdown Secret Art: Mushiki
RUSH⑤	(When MAX is active)+B} or { crouching B→crouching A +D (1st hit)}{ Dokku-mi~Yomi Kototsuki Haru (1st hit) } xn> Strong Seventy-Five Style Kai Great Serpent Scythe

IORI YAGAMI

Iori Yagami

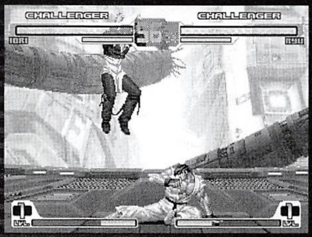
Sasaki

It would not be an exaggeration to say that the shoulder wind holds the key to victory. Here, learn how to set up the two-choice with strikes and Kusakaze (debris wind), and some unex

Basic positioning

Because Iori only has strong attacks that are suitable for poking, he is prone to being targeted by GC Front Step. Therefore, it is important to deliberately refrain from attacking and wait for the opponent's move, then close in with a GC Front Step. From a GC Front Step, you should aim for combos starting with crouching B or for Kusakaze.

When playing defensively, mix not only Strong Onigiyaki for anti-air but also vertical jump D for air-to-air. Strong Onigiyaki often trades, so you are likely to lose out on damage.



悪庵 (Akuan)

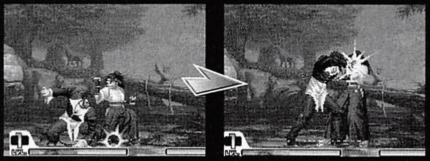
はけん制合
いので、付
方が得策だ。
GCフロント
駆使して、さ
いてしまおう。

The lines of battle in this match and Shin are closer to the front, so the attach is more

Two-choice between strike and shoulder wind

After closing in on the opponent, you will mainly break guard with the two-choice of strike and Kusakaze. Typical setups include walking after a jump attack into Kusakaze; the close-range standing B→A→Yachihime two-choice; crouching B→Kusakaze; and crouching B→(with a brief pause) close-range standing B→Yachihime. When you correctly read the opponent, you should ensure either option deals heavy damage.

As long as the timing when you go for Kusakaze is not obvious, even if it is avoided, the opponent rarely gets a full combo. Have a wide variety of offensive options.

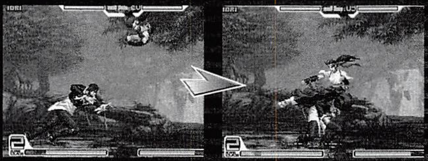


If you aim for the Gust from crouching B, the opponent will start moving after guarding the crouching B. When that happens, pressure them with close standing B.

Use the shoulder wind as an anti-air

By using the invincibility frames at the start of the move, you can use the Trash Wind as an anti-air. However, the invincibility is short, so you need to draw the opponent in well before using it. It becomes somewhat easier to pull the opponent in if you deploy it from Iori's low crouch front step, or if you intentionally whiff a crouching B beforehand and then perform it.

If the opponent jumps after landing, they can avoid the Dust Wind, but unless they read it perfectly you generally won't suffer a large counterattack, so it's effective to use it occasionally to catch them off guard. The return is large, so try to aim for it.



use a Front Step to lower your posture while closing the distance, and if you can slip through the attack like in the second photo above, it succeed

Combo explanations

① is the basic combo that starts from a low attack. To finish with Hachiwaka in ②, You need to close the distance significantly with a Front Step. ③ is a combo of RUSH② during MAX activation. The looping part's Weak Claw Comb is Strong Oni Grill (2nd hit), and the final Weak Analysis Claw Comb can also work with Hachiwaka ~ Saika. In the center of the screen, Weak Claw Comb Weak Aoi Flower×2 → Kotozuki Shade (1st hit) → Strong Analysis Claw Comb can also be linked.

RUSH①	crouching B crouching AC> <Weak Aoi Flower x3} or { +A © Hachiwaka ~ Saika}
	Shoulder Wind → (Front Step) close standing C C <Weak Aoi Flower×3} or {+A © Hachiwaka ~ Hana}
	RUSH③ (during MAX activation) close standing C C Kotozuki Shade (1st hit) Weak Comb Tsukikage (1st hit)} xn ⑤ W

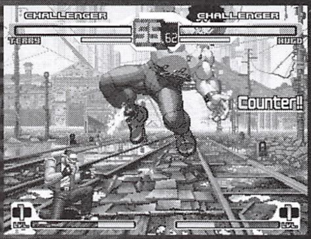
TERRY BOGARD

Terry Bogard

Use excellent poking techniques to gauge your opponent while steadily dealing damage. Then finish by aiming for a powerful hit from an overhead cross-up!

Keep the opponent in check and observe

Use the low-risk, long-reaching far standing B frequently to stop the opponent's movement as the opening strategy. At this time, be mindful of the opponent's jump-ins and frequently charge down to be ready to perform a strong Rising Tackle whenever possible. While using this kind of zoning to gauge the opponent, if they tend to guard a lot, attack from a front step or with a jump; if they are aggressive, mix in crouching D or weak Burn Knuckle as pokes to increase the chance of a hit.

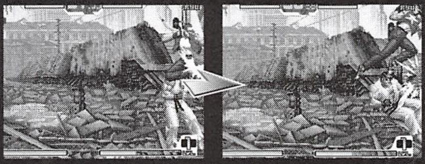


相手キャラによ
⬉+Cで落とす
きないジャンプ
在するので、ラ
タックルのタメ
作るのがポイン

Toi A attack ko
°Uji strike to
mamo gate
<In storage

Go for jump-ins

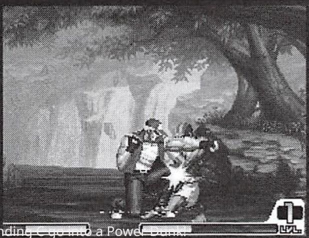
During normal neutral play or after securing a knockdown, go for a jump D with strong cross-up potential. If your attacks are often blocked, land without performing a jump attack and go for a crouching B instead. Also, when you throw the opponent with a CD throw toward the corner, time your jump so your jumping attack overlaps slightly high to create a cross-up. Jumping a bit too early will not cross up, so it becomes a powerful two-way mixup. When the cross-up succeeds, you can link into Power Dunk to attempt the same cross-up again, so switch smartly.



When you corner the opponent with a CD throw, a chance arrives.
Aim for an overhead jumping attack to cross up, then from close-range standing C go into a Power Dunk.

Attack from a front step

Against opponents with solid defense, attacking with a crouching A immediately after a front step is an option. Input this crouching A as an AB simultaneous press to bait the normal throw; after landing it, you can front step again or link into crouching B→⬉C to go for a combo. If you want to go for the AB throw itself, delay the input slightly after the front step. Against opponents who try to interrupt, chain crouching A into crouching D to secure a knockdown.



The input continues, but fu
動る萩。also
ki
aim for what
look up
and do it
Also use recognition
is it okay to win
win with the part in hand!
Similar opponents are
Linked well in hand

ロントステップ
ヒAは使
り

Combo explanations

① is a basic combo. After Power Geyser you can follow with a Weak Burn Knuckle or RUSH② Other super moves are also acceptable. Also, at the corner you can land Buster Wolf after Twin Geyser. Use a slightly delayed Twin Geyser to raise the opponent's float height. ② is an anti-air-starting combo that uses whiff-cancel. Power Geyser will not connect if you are completely at the corner. ③ is corner-only; after Rising Beat, at close range do standing D→⬉C to MAX. Can be targeted when activated. It can instantly K.O. most characters.

RUSH① crouch B → crouch A C +C ⓒ Power Geyser ~ Twin Geyser Triple Geyser

(MAX active) {Strong Rising Tackle (first hit) ⓒ Strong Crack Shoot}×2 → Power Geyser ~ Twin Geyser → Buster Wolf

(Only during MAX activation & at screen edge) Jump low-distance standing D C + C © Rising Beat (up to the 5th hit) → Close-range standing D C+C C Power Geyser ~ Twin Geyser → Strong Rising Tackle (1st hit) ⓒ Strong Crack Shoot → {Power Dunk (1st hit) ⚡ Round Wave Weak Crack Shoot}×2 → Buster Wolf

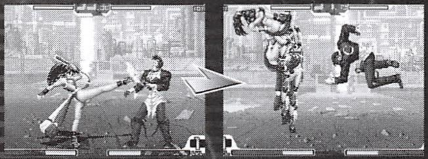
MAI SHIRANUI

Mai Shiranui

Mai's high mobility shows its true value more on defense than on offense. Aim to win in the end—manage the remaining time carefully and play patiently.

Tentative zoning

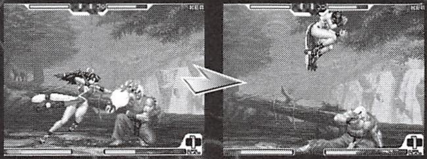
Far standing A and far standing B are very useful zoning moves, but because their damage is small, you tend to lose damage trades when they clash. Therefore, it's important not to cling to these moves and to switch to other actions. If the opponent jumps in during this zoning, either go under with a front step, try an air throw, or escape with a large backward jump. In long-range fights, repeatedly using the low-recovery Weak Kachōsen (Weak Flower-Bird Fan) to chip away at the opponent is desirable. However, if the opponent still jumps in, escape with a triangular jump or a large backward jump and avoid engaging when possible.



If the opponent jumps in between your pokes, flee at once.
Mai's high mobility should prove effective defensively.

Key move that becomes a starting point

Weak Koshu no Mai tends to beat the opponent's leg-sweep-type pokes and is relatively safe even if the opponent uses GC Front Step after blocking. When it is guarded, it leaves you at an advantage, so follow up again with Weak Koshu no Mai or link into far standing A to restrict the opponent's options. However, because it's important to use it so the tail end connects, it's difficult to confirm a hit and follow with additional attacks. Therefore, don't plan on follow-up attacks—use it solely to stop the opponent's movement. Also, if the opponent tries to act after Weak Koshu no Mai, aiming for an over-the-top with a forward jump B can be effective.

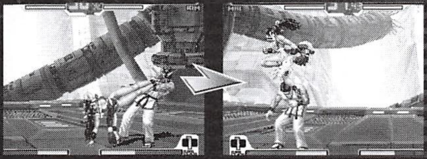


If you force the opponent to block the tail end of "Koroku no Mai" and they try to use a move then you can go for an overhead with a forward jump B.

Stable wake-up offense

Mekuri Jump B is difficult to hit when attempted during normal play because Mai's jump trajectory is large, allowing the opponent to duck underneath and avoid it. However, after a CD throw that the opponent cannot recover from, it becomes a reliable option and a major opportunity. The CD throw is best set up after a GC Front Step.

After the CD throw, wait a moment, then perform a front step → forward large jump to attempt an ambiguous cross-up. Because the jump is high and just barely crosses up, it should be very hard for the opponent to guard. Here, to aim for heavy damage, you should, upon landing, always try to link into a close-range standing C.



After a CD throw is when you have the best chance to deal damage. It is no exaggeration to say that how many times you can land this will determine the outcor

Combo explanations

① is a basic combo. If you change the close-standing C to crouching B → close-standing A, it becomes a low-starting string, but it is limited to point-blank range, so its usage frequency is low. ② slightly increases damage from a low guard break +B. Combos that can be "Gi-dp" chained. ③ is a high-power combo. The Super Special "Ninbee" is a Hugo-only RUSH③. Since it is Hugo-only, it should basically be linked into "Mizudori no Mai" (Waterfowl Dance).

RUSH① Close-range Standing C ⬉+ B (Paragraph 1) © The Dance of the White Heron

RUSH② ◆+B → Far Standing A

(MAX active) Close-range standing CC+B (1st hit) ⓒ {Weak Little Night Chidori Strong White Heron Dance (4th hit) } ×3 Strong Dragon Flame Dance (1st hit) S
Super Special: Ninja Bee or Waterbird Dance

KIM

Kim

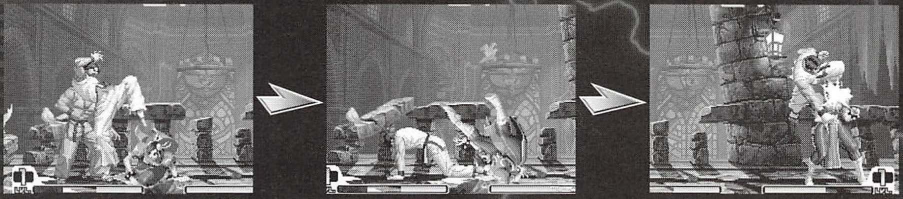
Strategy

From long-range standing A and Phoenix Flying Kick leading the way, there are no major defensive weaknesses, but breaking down the opponent's offense is a bit of a weakness!? In s

Break the guard with the AB throw

Kim's actions begin by using long-range standing A from mid-distance. If you want to play defensively, repeatedly use small, cautious long-range standing A to bait the opponent into jumping in, then intercept with Weak Hien and Strong Phoenix Flying Kick. After a Strong Phoenix Flying Kick hits, follow-ups are possible. If you prioritize damage, use Phoenix Kick; if you don't have or want to conserve the power gauge, at close range use Strong Hien Slash ~ additional attack, and at long range use a front step into a strong three-hit combo.

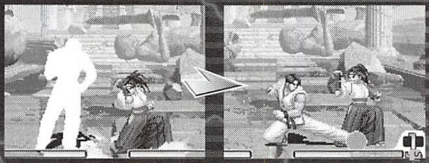
If you want to be aggressive, first make the opponent behave with long-range standing A, which makes it easier to approach with jumps or front steps. Of course you can break guard with cross-up Jump A or the mid attack +B; here you should also actively go for the AB throw since it leads to a favorable situation after it connects. An opponent hit by an AB throw cannot perform a tech and will wake up facing away, allowing you to pressure on wake-up with Jump A and Jump D that make the guard direction hard to read.



It's well known that a normal throw from a GC Front Step makes for an easy counterattack. Kim can follow up from here with pressure on wakeup, so it's very rewarding! If you bait the opponent into attacking and then land an A/B throw from a GC Front Step, you can keep the offense going... this tactic is quite powerful.

Master the "Haki Cancel"

Using the technique of canceling a Weak Haki Kick with a Phoenix Kick input, commonly called a "Haki Cancel," enables interesting offensive options. Try canceling crouching A Weak Haki Kick with a Haki Cancel, then go for crouching B or an A/B throw from +B or a front step, or try jumping in. Jumping in after a Haki Cancel can catch the opponent off guard, so it's relatively hard to counter. Crouching A → Haki Cancel can be done with A → B → Goukin + B or D. The inputs feel busy until you get used to them, but once you can perform them, matches may become a lot more fun!?

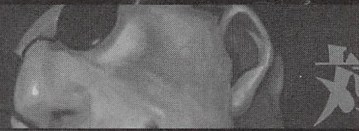


After a Haki Cancel, quickly close the distance with a front step and go for crouching B or an A/B throw.

Combo explanations

① is the basic combo starting from a low attack. You should at least master this and RUSH②. ② is a combo that incorporates a Haki Cancel, but despite the increased difficulty it doesn't raise damage by much. ③ is a mid attack-starting combo available only during MAX activation; those who use Phoenix Flying Kick can execute it in the corner and RUSH③. ④ is a corner-only, MAX-only combo in which the Strong Triple Strike connects on the 1st and 3rd hits. Also, for both ③ and ④ the Phoenix Kick performed via a Super RUSH④ cancel can be the EXCEED version as well.

RUSH①	crouching B crouching A C {Triple Air Strike} or {Strong Phoenix Flying Kick → Strong Swallow Slash ~ Additional Attack}
	Jump A crouching A C Weak Haki Kick (Haki Cancel) (Front Step) Close-range standing C (2nd hit) Ⓒ Phoenix Kick
	(when MAX is active) + B E Weak Half-Moon Slash ⑤ {Phoenix Kick} or {Phoenix Flying Kick → Phoenix Flying Kick → Strong Swallow Slash ~
	(when MAX is active & corner only) + B E Weak Half-Moon Slash ⑤ Phoenix Flying Kick → Strong Triple Strike ×3 S Strong Phoenix Kick



CHOI BOUNGE

Choi Bounge

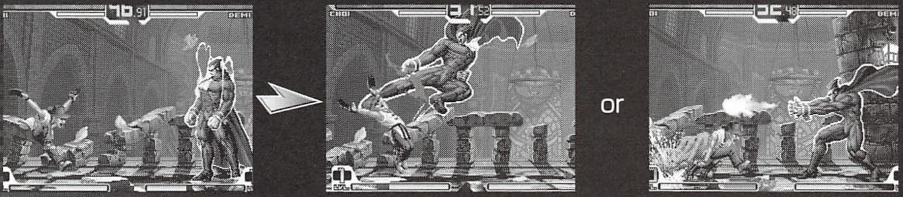
Text omitted

Unlike "KOF," there are no small or medium jumps, so you need to be inventive with cross-up jump C, but this game's strong Sad Monkey Repentance is a reliable anti-air. Build on its

Basic Policy

In this work, Choi is better off fighting more defensively. Use back jumps and the like to create distance, and build the Power Gauge with weak flying kick during backsteps or immediately after jumping. At this time, always be mindful of strong Sadaru San (strong "Hizan"? — context: strong anti-air). If timed to hit while drawing the opponent in, it wins decisively and is fairly effective against cross-up attacks. Also, against characters who have projectiles that attack from a high position, always aim for the long-range Phoenix Kick (strong Phoenix Kick) with its long dash distance.

Occasionally mix in an advancing big jump into a cross-up Jump C as well, and it is important to prevent being cornered by the screen edge in advance. There are two ways to perform this Jump C. One is to jump well over the opponent so that the third hit of Jump C just grazes the back of their head. After this, back-jump to regain distance. The other is to perform a very large jump that barely clears the opponent, then delay the Jump C to try to land the 2nd and 3rd hits. Adjust so the third hit connects near landing, then link into RUSH①.

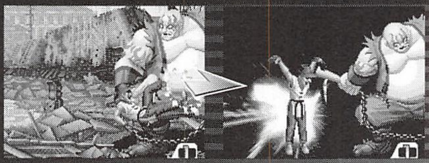


or

Keep mid-to-long range while charging the Power Gauge with a very low weak flying kick. If the opponent impatiently jumps in, intercept with strong Sadaru San (strong anti-air). If they throw out a higher projectile (pre-input the lever direction in anticipation), go under it with a strong Phoenix Kick

Aim for the Phoenix Kick!

The Phoenix Kick can deal large damage and should be confirmed on hit and finished as a combo. After a cross-up Jump C or a GC Front Step, go into RUSH①. To interrupt opponent strings or to control at mid-range, aim for RUSH②—it's a bit risky but can pay off. In that case, input only the lever portion of the Phoenix Kick command during crouching C, and press the button only on hit. At the corner, aim for RUSH③. +B is strong against moves that attack low in their hitbox, and when used after closing in as a fake throw it can unexpectedly connect.



At the screen edge, the Phoenix Kick from +B into far Standing A is reliable. Confirm the hit up to the far Standing A, then connect into the Phoe

Combo explanations

① is a combo that can be confirmed on hit, but note that if the spacing is too far the Phoenix Kick will not connect. If it is a crouching A and it reaches, the Phoenix Kick will connect, and provided the Phoenix Kick button input is not too early, it will not come out when the crouching A whiffs (it becomes a standing D). ② is a single-hit combo that can be used to confirm a hit. RUSH ③ is a follow-up combo. ③ is limited to the screen edge. ④ is a super that only hits in the air.

Combo involving a backward cancel. At the point of the Strong Tornado Gale Slash, at th

Reaching <original> is the condition that leads to the True! Super Tornado Vacuum Slash.

RUSH①	Crouching B → Standing or Crouching A C Phoenix Kick
RUSH②	Crouching C C Phoenix Kick
	(Screen-side only) B Far Standing A C Phoenix Kick
	Strong Soaring Aerial Rending Slash or Whirlwind Flying Monkey Thrust ~ Direction Change ×3 (all hits in the air) Strong Tornado Gale Slash

RYO SAKAZAKI

Ryo Sakazaki

Focus on an ironclad defense to steadily corner the opponent, then aim for a one-hit throw from a brief front step. Manage your power gauge carefully as you move.

Everything Is Weak Tiger Roar

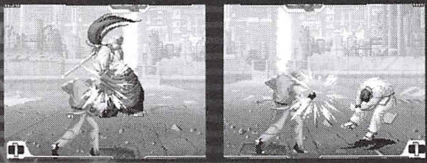
At mid-range, use far standing B to harass, and anticipate the opponent's front step by placing a crouching D. Intercept the opponent's jump-ins reliably with the weak Tiger Shot. However, far standing B deals little damage and crouching D is a large, slow move with big recovery, so it’s better not to overemphasize ground poking. The invincible weak Tiger Shot is the most dependable option, so prioritize anti-air over poking. If the opponent avoids jumping because they respect your weak Tiger Shot, use front steps or press the attack with the strong Tiger Roar Gale Fist.

Tiger Roar Gale Fist

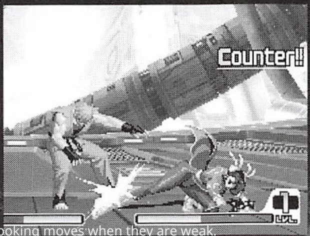
The Tiger Roar Gale Fist is the cornerstone of ground combat: it has guard points while turning around and during the attack, and is invulnerable to strikes after its hit. Use strong moves frequently to secure knockdowns and build the power gauge, but beware that if the opponent frequently interrupts you with sweeps or similar attacks, you can be crushed before your attack connects. Against such opponents you will be forced into difficult fights where the only option is to GC front step their sweeps. After a GC front step, if the opponent seems open, confirm a combo from crouching C to build your power gauge.

Pressure After a Normal Throw

After a front step, the main follow-up is to go for an AB throw by pressing down on the lever plus A and B together (even if it fails it often becomes an AB throw). If you land an AB throw at the corner, you can go for a powerful wake-up mixup. That mixup is to immediately, as the opponent fully gets up, target their head with a high large-jump C. This attack becomes an ambiguous cross-up so it has a high hit rate; if you jump earlier it will not cross up, making it a strong two-way mixup. This is a rare opportunity, so if it connects be sure to follow through into Dragon Tiger Rampage.

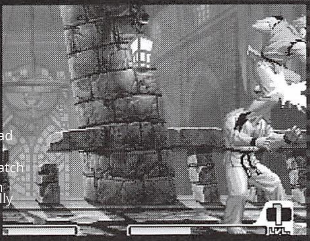


Besides perfecting anti-air defense, it is also important at times to pressure the opponent by timing a tiger cannon (tiger shot) to match their poking moves when they are weak.



足クセの 色が良く 咆疾風拳 手のけん ントステ 攻めに転じ

Control becomes bad
Use a single technique
In a momentary match
There is no match/G in
Regarding C logically
to make it so
Xiang Huqi



唯一 い一 で相 で大 ら、 も悪

Tetsuhaba-te
It is like being against a wall
and protecting (illegible) in a defensive st
Whole-body instantaneous (illegible) with
an inward attacking entry to the oppon
That (illegible) is strong

Combo explanations

① is a low-starting combo. ② uses EXCEED. Always look to set up the combos that start with the jump-in in the latter half. Because the stunned state after Tenchi Hakōken (天地覇煌拳) can be recovered by the opponent, follow-ups should be performed quickly. ③ is a corner- and character-specific combo that breaks crouch-guards. Because it also requires pressing +A at point-blank range, opportunities to use it in real matches are rare.

RUSH① crouching B → close standing A C Weak Hyakuen Shippu Kyaku (Weak Flying Swallow Gale Kick)

RUSH② (During MAX activation) crouching B crouching A C Tenchi Hakōken → (opponent stunned) → big jump C → close standing C C Weak RyuKo Ranbu (龍虎乱

RUSH③ (During MAX activation & corner only & limited to Choi, Genjūrō, Earthquake, Mars People, Sagat, Tabatha, Hugo) +A Strong Kohō (1st hit) C Weak RyuKo Ranbu

KASUMI TODOH

Kasumi Todoh

Izakaki

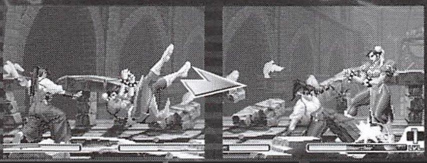
Weak normals are compensated by high-performance special moves. Because this character relies heavily on the power gauge, how you charge at long range and where you spend it at close range

Basic play by distance from the opponent

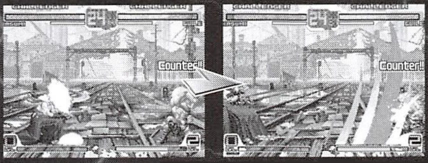
● At long range: From backward jumps, use weak overlapping attacks; during backstep, use an upward-strong overlapping attack to build the power gauge while baiting the opponent into attacking. ● At mid range: All normals have short reach, so this range is a weakness. The only effective option is to use the weak overlapping attack at the very edge of its reach as a zoning tool. Another option is a vertical jump into a horizontal-strong jump D. Against opponents who stuff landings, use an aerial overlapping attack just before landing. If the opponent gets impatient and tries to jump in, use crouching C or weak Hakusantō (白山桃) for anti-airs. The former has strong hitboxes but slow startup, so it needs to be preemptively timed. The latter has a guard point on startup and strong hitboxes, so if you use it slightly early you can at least trade (and you can follow up after a trade). Also, a normal throw after a GC Front Step is effective. Use the CD throw for okizeme. ● At close range: This range is where Shiranui-based tactics (described later) are powerful. Conversely, when you have no power gauge, it can be wise to avoid fighting at this range and create space.

Use Shiranui for offense & defense!

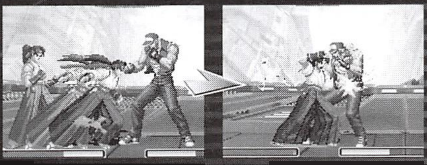
The basic follow-up after a dive-in is RUSH①. Hit the jump pro low, confirm the hit by the close-range standing A, and then connect into Shiranui. Also, at close range you can press far standing B (the tip will miss) or a close crouching B, then only input the lever and connect to Shiranui only on hit. Shiranui is also useful while on the defensive. Good opportunities are when interrupting an opponent’s wake-up or after guarding a high cross-up dive-in. It’s also ideal to use it as a counter from a GC front step against opponents whose dive-in trajectories are predictable.



After a CD throw, apply wake-up pressure. After a front step forward big jump, it’s a two-way mixup between Jump D (RUSH①) and Crouching B (RUSH②).



The super overlap hit becomes unblockable if you “use it while taking the opponent’s projectile.” It becomes extremely difficult for the opponent to avoid.



Preemptively against the opponent Enter and guard. Su If you do +CD, You can perform Shiranui or a CD throw.

Combo explanations

② is limited to point-blank range. Strictly speaking it doesn’t fully connect and can be interrupted by some command throws. Also, after crouching B or far standing After standing B, you can also insert a close standing or crouching A and cancel into Shiranui. ③ is limited to very close range. For Weak Hakusan Peach (weak White Mountain Peach), pull in slightly with RUSH③ and only hit the first hit. In the center of the screen, Weak Tornado From spear strike into forward large jump C or Front Step ~ Strong Hakuyama Peach to finish Let's do it. ④ can also be aimed from +A, Tornado Spear Strike, or far-standing D.

RUSH① Jump pro Close-range standing A C Shiranui

RUSH② Crouching B → Shiranui

RUSH③ (Corner only) Close standing C CA (2nd hit) C Weak Tornado Spear Strike → Weak Hakusan Peach Forward big jump C

RUSH④ (MAX active) Close-range standing C A (2nd hit) C Mizunagashi (2nd hit of the 1st strike) Strong Tornado Spear Strike (3rd hit) } x3 Shiranui

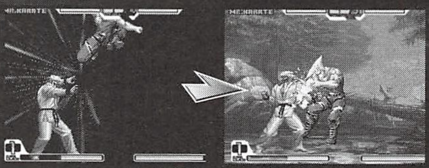
Mr.KARATE

Mr. Karate

With Tiger Roar and Extreme Tiger Roar used properly, we control the airspace. Once the oppone
try to follow up with a cross-up jump attack and combo to deal damage.

Basic positioning

At long range, use Tiger Radiance Fist to zone. If your timing is predictable, you'll be read, so instead of just throwing it out directly, consider mixing in options like crouching D into air cancel before using it. In mid-range fights, use far-standing B and crouching D for zoning, or try to break guard with Soar Frenzy Kick. Also mix in weak Tiger Cannon. Its hitbox is long horizontally, making it easy to beat the opponent's zoning, and it has small recovery on whiff. Against opponent jump-ins, intercept with far-standing B, early Tiger Roar, or an early Extreme Tiger Cannon if you have meter.

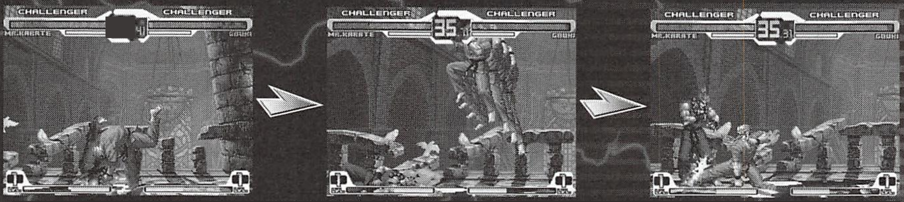


Gokugen Kohou (Extreme Tiger Roar) has slightly slow startup, so do not wait until the last moment to use it—use it somewhat earlier. It is important because it serves as the main source of damage.

Attacking from behind the opponent

If the opponent has their back turned, then except for some characters (mentioned later), a mid attack +B or a low attack crouching B→+A canceled into Extreme Tiger Roar will connect as a multi-hit. This is an important damage source, so try to create this situation often. The easiest setup is after forcing a cross-up guard with a jump. Right after landing, force a two-choice with B or crouching B→+A, confirm the hit and link into Extreme Tiger Cannon. Note that if the opponent guards the cross-up from the front and Jump D hits, the opponent will end up facing forward, so be careful. In that case, linking into close-standing C Strong Swallow Gale Kick is ideal. When applying wake-up pressure or when the opponent can be confused about guard direction, consider using this combo as an option.

By the way, +B→Extreme Tiger Roar cannot hit Dhalsim or Balrog; it only works on the front for Choi, Genjuro, Iro, and Hugo. Earthquake, Mars People, Sagat, and Tabatha can be hit from both the front and the back.



After knocking the opponent down with +A or an AB throw, it becomes easier to attempt an ambiguous cross-up. Also, although the CD throw is harder t
input big jump. Force a two-way choice by following a big jump with an aerial attack or by landing and then performing crouching B.

Combo explanations

① is a basic combo. Use +A with a late cancel to secure a knockdown. ② can also be attempted from a cross-up. After landing, hold the lever to the exact rear to build charge, then from close range do a standing C followed by +D to perform Strong Hien Shippu Kyaku. ③ can be finished from behind the opponent (see main text for characters that can respond), a combo that starts with a mid attack. After forcing the opponent to block a cross-up attack, look for follow-ups, then target them after such occasions. ④ is a combo that pairs with ③. Earthquake (limited to when behind the opponent) can also connect frontally against characters like RUSH O, Genjuro, and Hugo.

RUSH① Crouching B ×2–Crouching AC +A

RUSH② Jump B or Jump forward B → Close-range standing C C Strong Hien Shippu Kyaku → Zanretsu Ken or Strong Moko Muzuraki Iwa or Gokugen

(Limited to when behind the opponent) +BC Gokugen Kohou

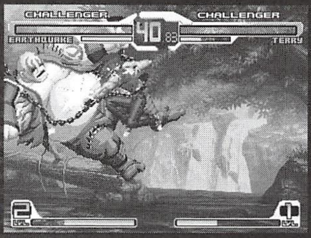
EARTHQUAKE

Earthquake

Earthquake is a power character but lacks one-hit KO combos. Use his high-performance projectile as a shield while steadily pressuring and cornering the opponent.

Emphasis on long-range combat

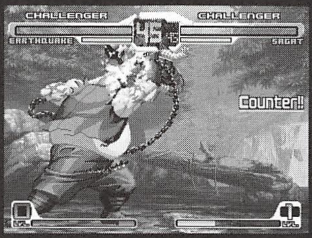
Because Earthquake lacks good anti-air options, it is unwise to try to maintain mid-range for long. From long range, throw out Fat Burst and use it as a shield to close in, aiming for far-standing D, crouching D, or jump-ins. If you have the Fat Burst shield, it's also effective to follow up with Fat Replica Attack. After it is guarded, either bounce backward or bounce forward and attack from behind with Chainsaw Dive, sandwiching the opponent between the Fat Burst and the dive. Against unfamiliar opponents, Fat Bound is also effective, so use it occasionally.



アースクェイク戦に慣れている相手ほど、ファットレプリカアタックは対処されやすい。そんな相手には、ファットバーストを盾に使おう。

Opportunities to use Fat Burst

Safe opportunities to use Fat Burst are after landing a super move (Earth Goddam 2003 can also work on a trade), after confirming a CD throw, and after crouching D hits or is guarded. In particular, crouching D has long reach and is a high-performing move, so you can always look to confirm from it. Also remember that Fat Burst can be safely used after it hits an airborne opponent. Other than those situations, forcing it out after a guarded far-standing D or after a back-jump A can also be workable, though somewhat risky.



During anti-air or interruption situations, Mutual hit in 2003. This common Earth Goddamn

Already released a strong attack

Turn to offense.

Wear them down at close range

At close range, focus on strong jump-in options like jump D, which has robust hitboxes, and the close-standing C that leaves you greatly advantaged on recovery. After close-standing C, you can pressure with a front step or transition into far-standing D, or use Fat Breath to chip away and rack up damage. Use Fat Breath with more weak versions and deliberately remove the flame from the opponent once toward the end — this makes it harder for them to GC front step. Also, when approaching behind the shield of a Fat Burst, chipping at range with Fat Breath is effective.

For farming Razf
Ishinori A
and to establish a foundation
on the ground Yu
Flavor also is the same
development Re
ru life ni su
Me sa ga ni
weak se yo
Ji o ru Do ru
wo o ta Ku Ke

Combo explanations

Combo ① should be aimed for not only from jump-ins but also as a follow-up starting from close-range standing C. This is a combo you always want to go for. Combo ② is a close-range-only sequence and is extremely difficult because it requires an early kick RUSH② cancel. For large characters' standing

It connects even with a slightly late cancel in certain states, so remember that. RUSH③ (Earthquake only) crouching A → standing A Weak Fat Chainsaw

③ is a character-locked combo. Linking into standing A is somewhat difficult.

RUSH① Jumping close-range standing C → far-range standing D

Close-range standing C or close-range standing D C Earth Goddam 2003

GENJYURO KIBAGAMI

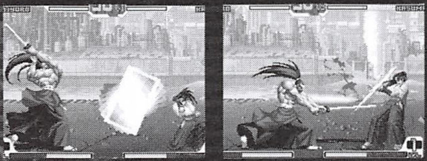
Gagami Genjurō

Because he has many large-swinging moves, he tends to become a target for GC Front Step, but if he can get close he shows tremendous explosive power. The challenge is how to land the Gekka Za

Basics of ground combat

The main goal in ground combat is to knock the opponent down without allowing them to take a recovery roll. Therefore, at mid-range, frequently use the high-reward Weak Hyakki Kill (Weak Hyakki Satsu). Against opponents who jump in expecting the Weak Hyakki Kill, respond with Far-standing A or the fast-start Weak Kirihara Kōyokujin (Weak Kiriha Light Wing Blade; hereafter Light Wing Blade).

Genjūrō has few invincible moves, making it difficult to turn back the opponent's offense. In such situations, use GC Front Step into CD throw or a combo from close-range standing D, or use the risky Ura Gokō (Back Five Lights) prepared to trade hits. Also, if EXCEED is available, Rage Explosion is recommended.



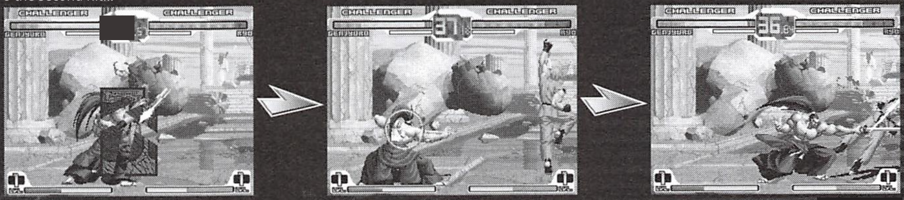
In long-range fights, zoning with Weak Ouka Zan is the default, but occasionally surprising the opponent with Weak Triple Kill is also an option. Even if the opponent avoids it by jumping, it's safe.

Aim for a quick K.O. with wake-up pressure

CD Throw, Hyakki Kill, and Ura Gokko are opportunities to attack the opponent's wake-up because they cannot take a recovery roll after being finished. From the CD Throw, perform a forward big jump; from Hyakki Kill, do a Front Step → forward big jump to land right in front of the opponent and present a hard-to-read two-way mixup. Basically, use Front Step → close-range standing D and the Strong Triple Kill to overlap with the opponent's wake-up and create high/low or cross-up/normal two-way options. Front Step has the same movement motion as the Strong Triple Kill, so it is very difficult to read. From close-range standing D, cancel into the second hit...

Cancel into Weak Gekkazan and then Ura Gokko or Hyakki Kill, and bring it back into wake-up pressure. After the back-option Strong Triple Kill hit, if MAX is active you can soft cancel anywhere into Hyakki Kill to continue the wake-up pressure. Note that if either option is blocked, a counterattack from the opponent is inevitable, so be careful.

After landing Hyakki Kill, it is also effective to immediately use Gashin Totsu to overlap the opponent's wake-up. Note that at the stage edge you cannot perform follow-up moves after the Strong Triple Kill, so use the unblockable Weak Gekkazan and close-range standing C to set up a two-way mixup.



After Hyakki Kill, immediately using Gashin Totsu will lock the screen scroll. After that, hold the button and adjust timing to overlap the oppone It's wake-up. Against opponents with invincible wake-up moves, hold the button to shift the timing; when you see the invincible move whiff, hit them during that openi

Combo explanations

If you finish with Ura Gokko or Hyakki Kill (timing is strict) for option ①, you can continue wake-up pressure. Option ② is mainly used when you jump over a projectile. Close-range standing C (1st hit) Hyakki Kill. Standing C has slower startup than close-range standing D but still counts as a close-range move even from slightly farther. For ③, input the second hit of the Triple Kill as C (keeps you at close range).

RUSH Close-range standing (2nd hit) Weak Gekkazan → Ura Gokko or Hyakki Kill or Strong Koyokuken

Close-range RUSH ② Jump C →

RUSH ③ (with MAX active) (Weak Triple Kill (2nd hit) Strong Koyokuken (1st hit) } xn Hyakki Kill. For the last Koyokuken → Hyakki Kill, hold +C to execute. Hold +C to execute.

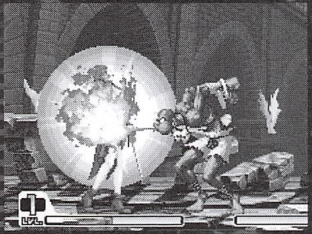
SHIKI

色

Because this character relies heavily on the power gauge, maintaining it at all times is essential. While fighting in a leisurely, evasive manner, build up the power gauge and, whenever an opening a

Basic positioning

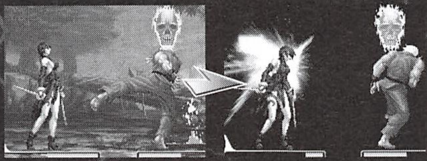
Because the ground pokes are not strong by any stretch, it is important to create the "feint" of zoning by using far standing B or crouching A, while opening distance with D's instant move or a backward jump and charging the power gauge with weak Descend. Intercept the opponent's jumps reliably with Strong Tenrin to prevent their approach. Also, against airborne projectiles use Rakka (霹靂) and against ground-hugging projectiles use Meika (冥華); this lets you avoid projectiles while attacking and transition directly into offense.



Setsuna is invulnerable from its startup so it serves as a defensive tool When trying to escape from the corner or when set up against you and you stand up. When you are down and getting up to be attacked Using C and D is effective.

How to handle close-range combat?

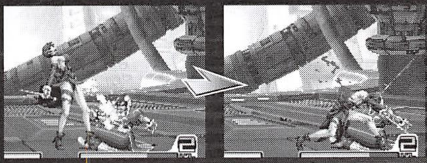
After approaching with jump C or D, use a Front Step; for wake-up pressure after knocking the opponent down, aim for the two-choice between the command throw Mumyo and strikes. Use Mumyo against opponents with power gauge at Lv1 or lower or those who tend to hold their guard. Against opponents who flail to avoid Mumyo, prioritize combos starting from crouching A or close standing C. If an opponent tries to interrupt your strikes with a GC Front Step, mix crouching A or close standing C (first hit) → Mumyo, or insert a Renjikirin Rinne (first hit) before Mumyo to change timing and prevent the interruption.



After landing Mumyo, the opponent tends to respond with reckless actions. Instead of rushing in, it is effective to target Strong Meika or Tenma Hazyun from a distance.

Offense during MAX activation

During MAX activation, you can use a whiff-cancel (doko-cancel) to convert the mid/low mix-up into big damage. The mid is close standing D into Weak Rakka. The low is Weak Rakka, but instead of throwing it out directly, perform a whiff-cancel before the attack frames of close standing D. That way you can show a mid and suddenly hit a low, making it easier to break the opponent's guard. On hit, either option can be finished with Weak Rakka S → Tenma Hazyun or Irojyu. Incidentally, close standing D is advantageous even on block, so use it outside of MAX activation as well.



If you perform a weak Rohai out-cancel either before or after the startup of close-range standing D, it becomes a mid/low two-way choice. Actively aim for it wh

Combo explanations

For ①, confirm a hit from crouching A ×2, then perform Ren'nezan/Rinne. To reduce difficulty, use close-range standing C (second hit) C Tenma Hazyun or use Color Curse. ② is a combo for when you have no power gauge. For ③, if you have no power gauge, use aerial Tenmaren; when connecting into moves like Tenma Hazyun or RUSH ③, perform it slightly closer. Note that the combo in ① deals greater damage. ④ is a combo exclusive to MAX activation. When standing D hits, do a whiff-cancel and perform Rohai.

RUSH ① {crouching A ×2} or {close-range standing C (first hit) Ren'nezan Rinne (second hit, second part)} C Tenma Hazyun or Color Curse

RUSH② crouching A or close-range standing C (first hit) Ren'nezan Rinne (first hit) Mumyo or weak Rohai

crouching A x2 or close-range standing C (first hit) C Ren'nezan Rinne jump forward before rebirth into aerial Tenpou-rin or Tenma Hazyun or Color Curse

Close-range RUSH ④ (during MAX) close-range standing D weak Rohai ⑤ Tenma Hazyun or Color Curse

GOENITZ

Match
Castle Siege Strategy

Ideally you want to win safely using only Yonokaze if possible, but you can also handle close-rang
Take control across all ranges.

Emphasis on long-range combat

Yono-kaze zoning is extremely powerful. Use it mainly to occupy the space right in front of the opponent (the position that will hit if the opponent moves), and occasionally put it out at a position that will hit directly. At long range, be wary of the opponent's large jumps; make sure to counter jump-ins with far-stand D. If the opponent closes to the range where you would use Yono-kaze with A, they can easily punish whiffs, so use Yono-kaze more sparingly. At that distance, you can either immediately create space with a backward large jump or with moves like Hyoga, or alternatively press the attack with far-stand D zoning, jump D jump-ins, or a front step.

At long range you don't need to initiate the offense yourself. However, be careful because it can be hard to contest opponents who have highly effective projectiles.

In close combat, prioritize throws.

When attacking at close range, repeatedly use the long-range standing D as a poke while watching the opponent and close in with a front step. After closing in, prioritize the close-range standing C from the front step, but try to land throws whenever possible. In particular, linking close-range standing C into a front step → Yami Doukoku (やみどうこく) is extremely powerful, so you should use it often. To make the most of this sequence, mix in attacks after close-range standing C to stop the opponent's movement. For this, you can show the crouching D and Shin Aoi Hana Seiran (しんあおいはなせいらん) as a possible combo continuation.

近距離立ちC
ントステップ
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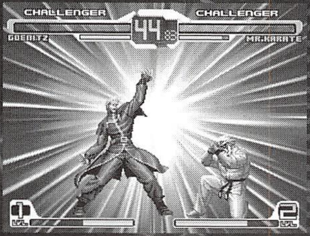
待ってから出
と。出すのが早
決まらないぞ。
“shiki” no
haya ato
ruku–
toko shun u kuchi

A small offensive on wake-up

After an AB throw, immediately front step and at the end of the step perform a large forward jump. If you do a jump C early afterward, you can aim for an overhead (cross-up). It's difficult to connect it into grounded moves, but it's worth attempting. Also, at near-close range, after close-range standing C, using a strong Shin Yaotome Jissou Koku (しんやおとめじっそうこく) can become an overhead. However, if the opponent recognizes it as a mid and stands guard, it will hit, but if they are crouching it will whiff, which is a drawback. It's a gamble that relies on the opponent's knowledge and is typically used once per match, but if it lands the payoff is great.



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?決める手E
Roughly speaking E
important standing D
one of the basic element

Combo explanations

① This is such an important combo that if you know it, you hardly need to learn other chains. ② Consists only of normal moves and is also useful as a Chain RUSH ②. ③ A combo that uses a super special move or EXCEED. Because close-range standing D does not apply hit stop to yourself, RUSH ③ can connect, but its startup is slow and it is difficult, so it is not suitable for practical matches.

RUSH① Jump Road close-range standing C C Shinna Aoi Hanaseiran ×3

Close-range standing C crouching D

Close-range standing D C Fūjin Ibuki or Shinya Otome Jissōkoku

GEESE HOWARD

● Geese

Geese, known for his high-performance cross-up attacks and incredible combo chains.
Be prepared to take some damage while rushing in; use aggressive pressure to overwhelm the o

Fight in close range

Although his single-hit moves have relatively low power, Geese (Gīsu) excels at close-range combat thanks to his excellent combos. The moves most useful in that range are Crouch B and Crouch B Weak Rekka Punch. Mixing these two makes the Weak Rekka Punch often hit opponents who attempt a GC front step; even if it is blocked, it poses no real problem. If the opponent's guard is tight at that moment, apply pressure with a throw or +D from a front step, or aim for a cross-up with Jump B. Using Raging Storm to chip away is also fun as an occasional option.

The canceled version of Reppuken is easy to land on the opponent at close range, and at long range it can be used to charge the Power Gauge.

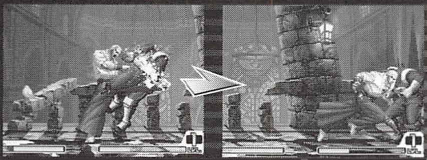
Create opportunities

The key moves for big damage are +D and the cross-up Jump B. After +D, go for Front Step → Close Standing C © +D, or try a cross-up with a big Jump B. You can also read the opponent's GC front step and link into Crouch A set up for a normal throw by pressing A and B together. However, be careful: +D is risky if you get counter-hit. Next, after landing an A+B throw: if you're not going for the Raimei Gouha (thunderous wave throw), do a normal move → air cancel into Weak Rekka Punch to build a little meter, then attempt a cross-up with Jump B.

After +D, Geese gains a large advantage, so you have many options. Focus on striking moves and keep the pressure on aggressively.

Follow-up after launching the opponent

After launching the opponent with a canceled Weak Reppuken, if you don't have any Power Gauge, follow up with +D, then immediately chase with a forward big jump. After landing, perform a front step → delayed crouching A (set up an AB throw). This sequence is effective when the opponent takes a recovery roll; the throw will land right after the opponent's recovery ends. If the opponent does not recover, go for the Raimei Gorge throw. Alternatively, after pursuing with a forward big jump D, you can use a forward big jump B to cross up. This option is fast in development and tends to hit.



Follow up with +D, then immediately perform a forward big jum
, front step → AB throw. This is easy to land on an opponent who has taken a

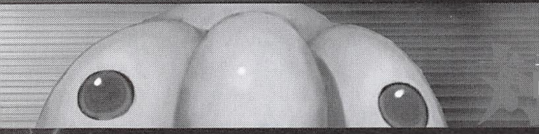
Combo explanations

① is the basic combo. Try to land Raging Storm when you have gold meter. ② is difficult but consists of connecting from +D into a front step and then close-range standing C. However, the distance gradually increases. Four sets is the limit. ③ is a large special combo limited to Hugo & Earthquake. This Daiden combo requires that the MAX activation from before the first Weak Reppuken expires as the RUSH③ condition; then use normal moves → air-cancel Weak Reppuken, whiff it twice, and then jump in. This allows the second MAX activation and stun.

RUSH① Jump B, close-range standing B, C, Weak Reppuken (front step), Raging Storm

RUSH② ◆+D{(Front Step) Close Standing C C+D} ×4 © Weak Reppuken → (front step) → Raging Storm

(While MAX is active & limited to Hugo, Earthquake) Close standing C C D C <Weak Evil Shadow Fist (1st hit) ©> ×5 ©> Weak Gale Fist (opponent stunned) Jump low-close standing C C+D © Deadly Rave (up to 7 hits) – Forward jump C → Close standing C +D © {Weak Evil Fist (1st hit) ©} x5 (opponent stunned) Rashomon



MARS PEOPLE

Mars People

Promontory

Combinations involving Knot Independence, which prevents guarding, are the key to victory. To execute those combos, you must steadily build up your power gauge.

In any case, the power gauge is everything

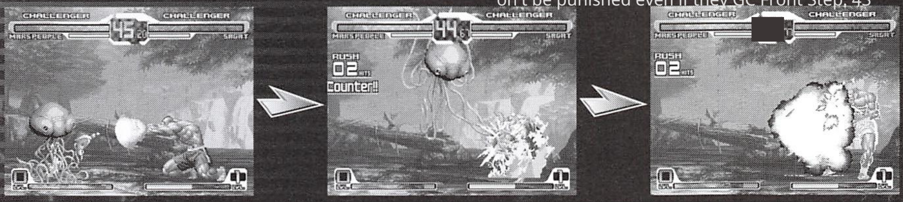
The basic guideline for human-versus-human matches is to charge the power gauge and aim for combos that incorporate Not Independence.

What's important at mid-to-long range is the Mars Shot and the follow-up responses. First, use Light attacks mainly against opponents who have projectiles, and use Heavy attacks mainly against opponents who do not. Against the opponent's jump-ins, counter with an early backward big jump C, a +D prepared to trade, or a slightly delayed crouching C after pulling in. It's also good to jump in aiming to hit with the tip of a forward big jump C. If the opponent has an anti-air move

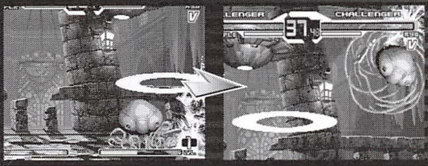
Even if you keep moving, it won't connect unless you perform a Jump C. In close combat, use GC Front Step to aim for Plasma Abduction while poking with repeatedly effective Crouching B. At long range, it's also interesting to link into Standing A and follow up with a Weak Plasma Spin. The recovery on the descending attack is short, and if you get behind the opponent and land it, Plasma Abduction can follow. Moreover, you won't be punished even if they GC Front Step, 43

Aim! Not Independence!!

The signature move symbolizing the Mars People is the unblockable projectile "Not Independence." It is ideal to use this move with the strong button after knocking the opponent down. After that, either pepper them with crouching B or layer an air-to-ground Jump C from above to remove their escape options, and buy time until the UFO fires its ring laser. Depending on the distance to the opponent, forcing them to guard against the longer-lasting weak Plasma Spin can also be effective. However, keep in mind that forcing them to guard opens the risk of escape via various Guard Cancels (GC).



Due to the trajectory of Mars Shot, you are at a disadvantage in projectile trades, so attack while avoiding with AREA 801. You can secure a knockdown that prevents quick recovery, making it a prime setup for unblockable attacks like Not Independence or Roswell Vanish.



After Not Independence, you want to go for the weak Plasma Spin. It is also a strong follow-up when the UFO's laser hits.

Combo explanations

① Use this during close-range pressure while locking down the opponent. The goal is more to build meter than to deal damage. ② Close-range only. Aim this at moves with large recovery. ③ A combo following weak Plasma Spin. Depending on how it connects, weak AREA 801 may not land, so follow up with Jump C. If at the edge of the screen, follow with +D to secure a knockdown. ④ A combo starting from MP12. If you time Tungus Incident close, the final explosion will also connect.

RUSH① crouching B ×1–3, long-range standing A

RUSH② Close-range Standing C (first hit) +D @ Plasma Abduction or Strong Tungus Incident

RUSH③ Light Plasma Spin → Light AREA801

RUSH④ MP12 → Strong Plasma Spin → Strong Tungus Incident

IORI YAGAMI

Tsuki no Yoru Orochi no Chiniku Rufiori

The greatest weapon is overwhelming speed. Here we will concretely introduce how to make use of that speed in matches.

Using speed to advantage

Berserk Iori is extremely fast, so attacks that make use of that speed are effective. The basic way to close in is usually jump C. Unless you jump in at an obvious timing, you're unlikely to be intercepted.

Because front step and walking also allow movement at astonishing speed, you can move from mid-range into the opponent's close range in an instant. After closing in, use close-range standing C → A → Strong Aoioka (or Shoulder Wind) to present a two-way attack, breaking the opponent's guard.

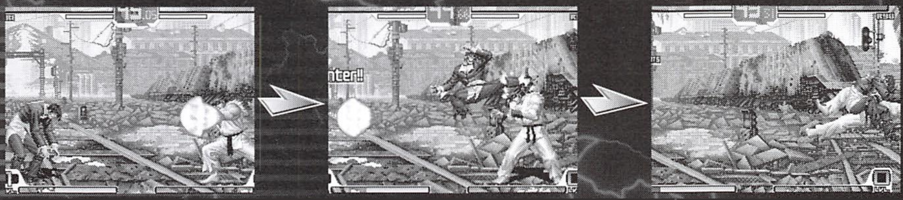
For anti-air options use Strong Oni-yaki and vertical jump D for air-to-air. Because the jump hang time is long, even if you sprinkle vertical jump D in advance, it's hard to create openings. A tactic where you watch the opponent's jump and then forcibly drop them with a forward jump D is also practically possible with Berserk Iori.

Also powerful is the "walk → normal throw" that takes advantage of the high walking speed. As a strategy, it's good to incorporate this aggressively. You can also use tactics like throwing out weak Dark Sweep from long range and then walking to chase it.

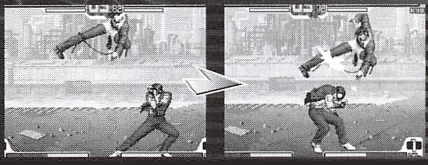
Attacking style unique to Berserk Iori

Berserk Iori's jumps are quick, so a big jump air ◆ + B cross-up is hard to read and effective. Its duration is significantly longer than Iori's regular one, so it's okay to perform it just before the jump's apex. Air + B causes a long stagger, so on hit you can follow up into combos.

Incorporating this into wake-up pressure is also powerful. After three weak Himawari strikes hit, step back slightly, then mix between forward jump C and forward big jump air+B to confuse the opponent's blocking direction. If you also mix in landing into crouch B or scrambling Wind without connecting the move, it becomes even harder for the opponent to read.



Because the jump speed is fast, you can still make your jump attack in time even after confirming the opponent's projectile. Even if both of you are near the edge of the screen, a big jump will reach reliably, so never miss the openings after a projectile.



If you activate +B early from a big jump, you will jump in the form shown in the photo above, which can further mislead the opponent's blocking direction.

Combo explanations

If at the screen edge, for ① you can replace the last hit with Weak Himawari (2nd hit) into close-range standing C. ② is a combo that involves Yachimo. When canceling with +A, RUSH ②. This requires quick command input. ③ has strict timing. ...it's difficult to keep finishing until K.O. Keep doing shoulder wind → RUSH③ at an appropriate point. Walk forward and land close-range standing C + A into Strong Himawari ×3.

RUSH① Jump C → close-range standing C C Himawari ×3

Air +B → crouch B C+A C Hachigae

Wind → {(Front Step) crouch A C shoulder Wind →} xn

Ryu is a standard character whose basic tactic is "launch and drop" using Hadoken and Shoryuken. His basic combo damage is consistently high, so he has few weaknesses.

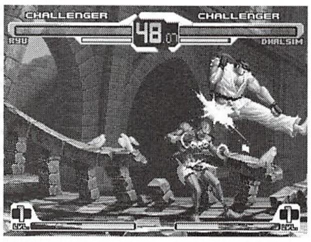
Basic positioning

At long range, use Light Hadoken to zone; at mid-to-close range, fight with the long-reaching +D and the +B, which is advantageous even when blocked, as your main tools. +B lets you attack while avoiding low moves, and if it hits at a fairly close distance you can follow up into Strong Vacuum Hadoken or +D, so the payoff is large. However, at very close range you can be punished by a throw from a GC Front Step, so don't overuse it.

etc.

When the opponent jumps in, generally bait and intercept with a Strong Shoryuken. You can't beat cross-up jump-ins, so in those cases use an early crouching C.

When the opponent is pressuring you, besides GC Front Step, Light Shoryuken can be used to reverse or cut off the opponent's pokes. While MAX is active, inputting up to Strong Vacuum Hadoken as part of the sequence will yield great reward on hit.



Rushing using +B
Prevent being knocked out. Make sure not to let it happen so you can secure the KO. Effective at focusing the opponent. Also try to

Rena available
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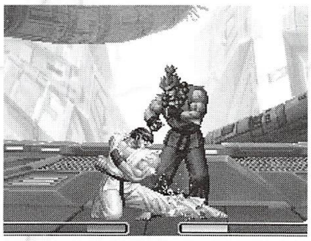
no Yatsu



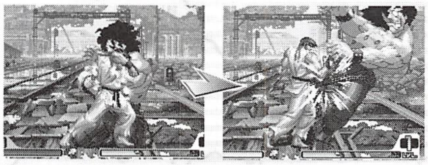
re-strong quickly G
re-true C
then air
Libo

This has long reach and st
atsu up Consider GC Front Step

Cは
しゃがみBを狙お
ット後は+D↓
動拳につなげら
想的だ。

Offense during MAX activation

When you successfully jump in while MAX is active and create an advantageous situation such as knocking the opponent down, use Dokan (Dokan?) + A and crouching B to aggressively apply a two-way mixup. At the corner, from mid-height attacks use the RUSH⑤ below, and from low attacks use crouching B → Shoryuken → +B to quickly drain their health. However, in the center of the screen the Shoryuken → +B loop does not work, so you need to switch directly from Shoryuken to a Super Cancel into a Strong Vacuum Hadoken.



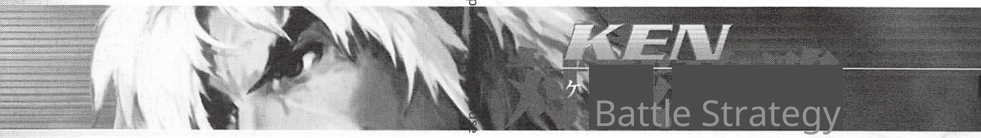
If +A does not connect at point-blank range, the Shoryuken will whiff, so when overlapping on wake-up you need to beware of the opponent'

Combo Explanation 2

RUSH① crouching B ×1~3, C+D, C, Strong Vacuum Hadoken or Weak Tatsumaki Senpukyaku

RUSH⑤ (While MAX is active & corner only) +A (1st hit) {Shoryuken S +B 佗 }xn→ Shoryuken S Strong Vacuum Hadoken or True Shoryuke

① is the basic combo starting from a low attack. The weak Tatsumaki Senpukyaku connects on some characters with higher sitting height in crouching state, or at the center of the screen when the tip of +D hits. It does not directly link to Strong Vacuum Hadoken. ② The +B that links to the punch is useful at close range and connects on slightly different timings. RUSH③ jump-in close standing C, C+D, C, Strong Vacuum Hadoken is a follow-up combo. Linking directly into Strong Vacuum Hadoken allows for a slightly wider finishing range. ③ is the basic combo from a jump-in. If you have no power gauge, go into weak Tatsumaki Senpukyaku. ④ is an interrupt or anti-air RUSH④ (during MAX activation) Shoryuken S, Strong Vacuum Hadoken can quickly take a lot of life. ⑤ is corner-only. Make sure to pull in the Shoryuken aft For the Shoryuken after +B, be sure to hit it from close range. If finishing with True Shoryuken, it is easier to do it directly from +B rather than using a super cancel.



Battle Strategy

Use "walking throw" and "walking crouch B" selectively to break the opponent's guard. The combo starting from crouch B is somewhat difficult, but you should increase its precision as

Basic positioning

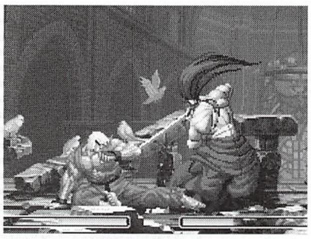
In ground combat, it is effective to use Front Step and hit with the tip of +D to relentlessly attack the low guard. This often makes the opponent dislike ground fights and tend to jump, so use a strong Shoryuken to knock them down.

Also, Ken, who can pin opponents with +D, makes it easier for you to create opportunities to jump in. The basic approach is to jump forward aiming for an overhead with jump D, then connect into crouch B. After an overhead jump D is blocked, a short walk followed by a normal throw is also effective. Showing this option...

up ... use it's rate from the neutral occasionally dea large jump

Walking in to make it seem like a normal throw and then using a crouching B while walking (walk-crouch B) makes follow-up combos easier to execute. For Ken, this guard-break method is basic but very important.

When observing from long range, of course use the Hadoken, and it's also interesting to throw out the Hatchet Drop Kick. This move still builds a fair amount of the power gauge even when it whiffs, and it doesn't leave any obvious openings, so repeatedly using it to charge the power gauge is a good idea. Its hitbox is strong toward the upper-diagonal direction, so it quite often functions as an accidental anti-air.



...end the fight at the edge
...release control to
...hit the
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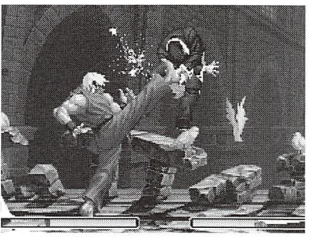
...that moves
...technique go
...attach with a P
then ground or
pass control above +
match D tip

しししてやてくいるトスよテーぱうッ



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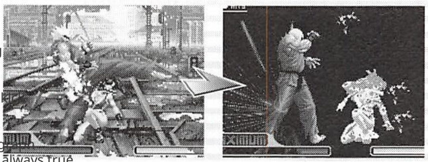
Go for a combo starting from +B

While MAX is active, mid attacks from +B can take a large amount of health, increasing your attack options. For that reason, keep charging the power gauge with the aforementioned Hatchet Drop Kick. For combos starting from +B, see below. +B has slightly slow startup, so it's relatively easy to be blocked. Also, to link into combos you need to perform it at very close range. Therefore the main setup is after an ambiguous (cross-up) jump D. If you input it immediately on landing, it will hit relatively easily. Additionally, canceling into Strong Shoryuken or crouching B and then into other moves to chip away health bit by bit is not a bad option.



Even if +B hits, if the distance is too far you won't be able to follow up. Therefore, you need to aim from a reasonably close distance.

Combo explanations

RUSH① Close-range standing C C+D C Swift Thunder Kick

① should be used to punish a big opening from the opponent. ② can be used as a low-starting combo by omitting the jump D. For the Swift Thunder Kick route, you can add one more crouching B hit. ③ is a mid-starting combo while MAX is active. If it's being guarded, remove the opening by reapplying +B from the second hit of the Strong Shoryuken. Be careful, because if you finish the move you'll be open to counterattacks.

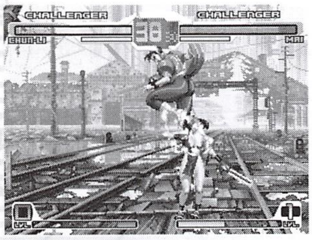
CHUN-LI

Chun-Li

Crouching B+B Houyoku-kyoku is a combo you definitely want to learn. With the two-choice of this and a command throw, get big damage! Its anti-air properties are also excellent, so it has no real

Throw or strike two-choice

When jumping in, use Jump D to crush ground moves and use Jump B to go for an overhead. From there, the basic plan is to break the opponent's guard with strikes and Tensen Enbu (転身円舞). Strikes with fewer active frames are harder to Guard Cancel, so on RUSH① confirm the hit between crouching B →+B and connect into Houyokusen (鳳翼扇). After a command throw, ideally choose between RUSH② and RUSH③ depending on the opponent's state and the character.



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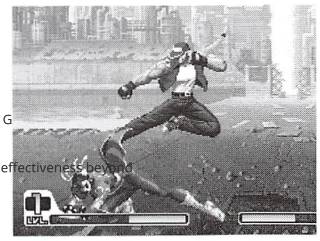
In the system
The technical hit

Anti-air usage choices

The most recommended anti-air is low-profile +B. If you time it to meet the opponent's landing, it will avoid most jump attacks while still hitting. On hit the opponent ends up in a standing-hit state, so you can cancel into things like a weak Spinning Bird Kick + α. The Spinning Bird Kick in this situation often lands behind the opponent. Input the following moves in the opposite horizontal direction.



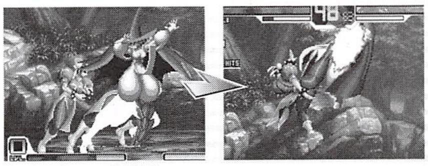
Strong
Between forces
The combined assault's
facing group
If it lands, then
The low of the field
Exceeding the task directly

The +B stance is the lowest
It becomes, just at the moment

For jump-ins aimed at overheads or jump attacks that are strong downward attacks, go for a long-range air throw.

If you cannot intercept with the first two methods, GC Front Step → Strong Tenshou-Kyaku is the last resort. It has a very high hit rate and big payoff, so use it when you can aim carefully.

Finally, for unusual aerial trajectories like Vega's Head Press, a vertical Jump C is effective. It is strong horizontally and has very long duration, so use it by placing it out as a zone control.



If the opponent's jumping attacks are very strong, use GC Front Step (pressing BC simultaneously is easier) → the time for Strong Tensho Kick.

Combo explanations

① If the distance is close, you can add 1–2 crouch B hits. Confirm the hit for RUSH ② and link into Phoenix Wing Fan. ② is limited to standing state, but for some characters (see page 92) it also connects from crouching. RUSH ③ is a combo for opponents in crouching state that ② doesn't hit, like Rockman Zero. ④ is a corner-only combo. Stop the Strong Hyakuretsu Kick quickly and, from a pre-input big jump, finish with C, C. Also, if you keep throwing Strong Hyakuretsu Kick against Dimitri... ⑤ is only when the latter half of Strong Sen'en Kick hits. For characters with normal to low standing height, just landing it in crouching state will put them into that state.

RUSH① Crouch BC+B C Phoenix Wing Fan → Forward Big Jump C, C

Tenshin Enbu (Front Step) Crouch B×2 © +B C Weak Spinning Bird Kick → Yama Tensho Kick or Strong Tensho Kick Forward Big Jump CC

Tenshin Enbu (Front Step) Close-range Standing C © Strong Tensho Kick Forward Big Jump C, C

(corner only) Houyokusen or Strong Tensho Kick → Strong Hyakuretsu Kyaku Forward Big Jump C, C or Ha-zan Tensho Kick

Strong Sen'en Kick Phoenix Wing Fan Forward Big Jump C, C

GUILE

"Guile"

Launch the opponent with a Sonic Boom (hereafter Sonic), then bring them down with a Somersault Kick (hereafter Summer)! Guile's most powerful approach is a tactic faithful to the basics.

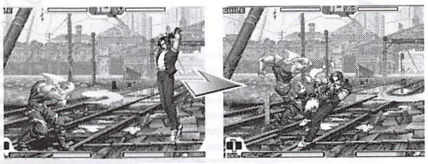
Make them jump and drop them!

Sonic to launch and Summer to finish is a strong tactic, but mastering the simultaneous charge needed to execute that tactic (see page 12) is essential because it is difficult. Practice repeatedly. Since projectiles are the main zoning tool, there is no need to force close-range fights. Use a large backward jump to create distance while charging, then fire Sonic. The basic move is the low-recovery light attack; after making the opponent block that, use the fast-moving strong variant. Fire repeatedly to corner the opponent.

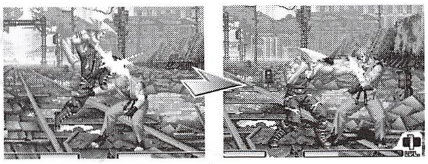
If you're not confident in your timing, use crouching C. For jump-ins from distances where Summer won't reach, press C and D together to insert an aerial throw. Forward jump C is also effective. Against cross-ups that are hard to catch with Summer, the aerial throw becomes effective.

At mid range, mix Sonic with +C. It has excellent reach, and if it connects as the opponent is starting a jump-in, it can secure a knockdown. At close range, or +B is also effective. Using +B lets you maintain the Sonic charge, and on hit standing A will follow up in a chain.

Best to stop an opponent's jump-in with a strong Summer.



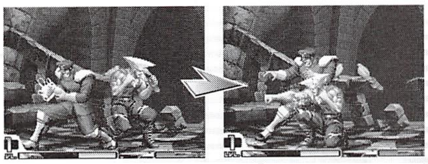
Launch with Sonic and finish with Summer! Simultaneous charging is difficult, but without it there is no consistent victory. Grasp the trick for a perfectly diagonal input.



+B on hit gives advantage against the opponent. Even if a GC front step is performed, it is hard to be counterattacked, and on hit it links into standing A.

The recovery time from getting up is short!

Guile's get-up recovery is extremely short, and even after taking Vega's Psycho Crusher or Mega Psycho Crusher, he can retaliate from wake-up with crouching A. Additionally, at the corner he can punish moves such as Shadaloo's Tenpōrin~Rohatsu, Hugo's Hammer Mountain, Choi's sorrowful ape-salvation or Phoenix Kick. After Dan's AB throw at the corner he can also punish, though Dan is invulnerable to strikes so only a throw will punish. Even against moves you cannot punish, taking the wake-up while building a simultaneous charge will make it harder for the opponent to continue their offense.



Against the slow Psycho Crusher or Mega Psycho Crusher, a counterattack from a recovered state (wake-up) is guaranteed.

Combo explanations

① is a combo that you start after a GC Front Step. If you delay the link from crouching A, the charge will be completed by the second hit. ② is a close-range combo. Here too, while you are landing the light attack the charge is completed. ③ is a crouching C starter combo limited to the corner. Opportunities to finish with RUSH③ are rare, but memorize it. Also, from crouching C you can connect to Sonic Hurricane also connects. ④ is a combo that uses whiff-cancel. The damage is not very large, but the stun value is considerable.

RUSH① crouching A×2 C Somersault Kick or Somersault Strike

RUSH② crouching A×2 → long-range standing B C Total Wipeout

(corner only) crouching C Weak Sonic Boom (Front Step) crouching A×2C Somersault Kick or Somersault Strike

RUSH④ (at MAX activation) crouching B +C + B C

DHALSIM

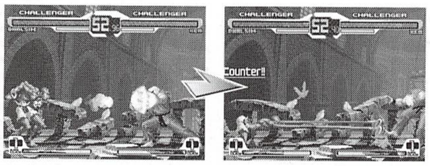
Dhalsim

In long-range fights, dealing damage and then escaping to win by maintaining the lead is ideal. The key is whether you can accurately intercept an opponent who impatiently jumps in l

Long-range combat

Dhalsim, whose limbs stretch, is best played by fighting at long range. Rely mainly on weak and strong Yoga Fire; to prevent jumps, use standing D, and on the ground use +A or standing C to keep the opponent at a distance.

When it comes to long-range projectile exchanges, there are two targets: standing C after projectile neutralization, and +C that can attack while ducking under airborne projectiles. The former is effective against projectiles with longer recovery, while the latter, when timed against faster projectiles, lets you evade low and attack.



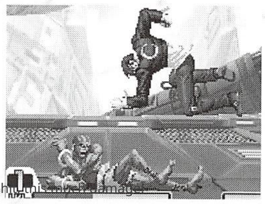
If projectiles neutralize each other, you win the strategy. If you throw a standing C, it will hit the opponent during their recovery—on counter-hit this much damage

How to deal with anti-air?

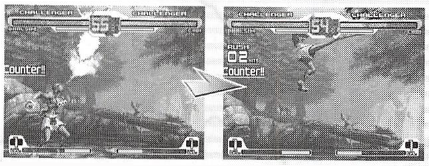
The most reliable anti-air is +D. It is especially effective against five characters whose jump attacks are weak downward—Iori, Terry, Ryo, Bison, and Brainwashed Ken. Against other characters, jump attacks that can beat +D tend to have short reach or must be executed low, so threatening +D makes back-jump C, standing D, or quick Yoga Flame and Yoga Blast easier to use. At close range, standing A is effective for intercepting; after intercepting, cancel into a weak Yoga Fire. Also, EXCEED used early can function as an anti-air.

For leaps that clear you with a high trajectory jump-in, the only grounded move that works as an anti-air is the trade-prone +A, which makes these situations surprisingly troublesome. If they're repeated too often, intercept with a backward jump +B or +D, or escape by teleporting forward with Yoga Teleport.

Against opponents with aerial special moves or airborne normals, use Yoga Blast for anti-air more often. On counter-hit you can follow up with a big jump D for significant additional damage.



+D is the cornerstone of anti-air. As long as you don't miss the distance and timing, there are opponents whose jump-ins can all be shut down with this single move.



Against opponents who are easy to get counter-hits on in the air, Yoga Flame is recommended. With follow-up included it is a total of 2 hits, and th

Combo Explanation 2

① is a basic combo. The crouching C part can also be treated as crouching A ×2 OK. ② is ideally used to counter the opponent's low attacks or throws. Since you cannot confirm the hit, you will have to finish with the Weak Yoga Drill Attack, but even if they GC Front Step on block, it is difficult to be counterattacked. RUSH③ At the corner you can follow up with crouching C or Yoga Legend. ③ is corner-only. It is a 3-hit combo, but the damage is large. RUSH④ ④ is used to link into EXCEED from the ground.

RUSH① Crouching CC +D

RUSH② Air +D C Weak Yoga Drill Attack → standing C

(Corner-only) Crouching C C → Strong Yoga Fire → +D

+C (first hit) Weak Yoga Legend

M.BISON

M. Bison

The main special moves used tend to be targeted by GC Front Step. Build tactics that take advantage of opponents who tend to turtle behind their guard.

Basic tactics mindful of GC Front Step

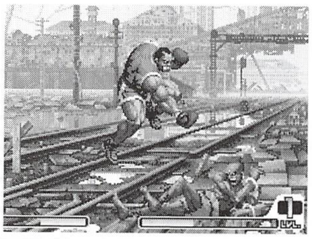
Bison's charging special moves have small recovery and are easy to use for zoning or surprise attacks, but if the opponent has even a little Super Gauge, they can easily punish with GC Front Step → normal throw. Therefore, opponents will likely be cautious about guarding in a match against Bison. Turn that against them: in close range, try quick front steps into a CD throw, or catch them off guard with a large jump followed by jumping D for an overhead. Also, if the opponent targets your Dash Straight...

If it seems they are turtling, also mix in low-hitting moves and slower dash ground straights that have late attack timing.

Against opponents who frequently use projectiles to prevent rush techniques, stay calm and evade with a vertical jump while attempting to close in by walking. If you block a projectile at a reasonably close distance, you can also consider using a GC Front Step into a large jump attack to leap in. Because Bison's jump attacks are relatively weak, you should avoid jumping in recklessly.

How to Use the Regular Throw

Because the CD throw cannot be tech-rolled, it creates an opportunity afterward to go for a wake-up offense. Basically, after a throw you should front-step and then jump; use jump D to either cross up or to disturb the opponent's blocking direction on the front. Note that a crossing jump D is hard to link into ground moves, so input the lever toward your travel direction to create a charge while confirming the hit from a fast low attack such as crouching A, and then go for Crazy Buffalo. On the other hand, the AB throw can be teched, but its long animation makes it useful for stalling time when you have more health than your opponent.



sa no i no ku ba
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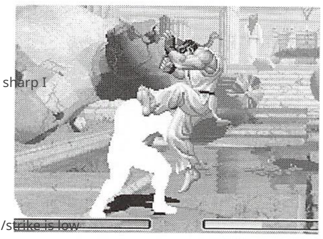
Tei? Determined so
Shi attack n ga gun
Ma strike gu weak no
Ude no i ji ji
○ Simple yo no ya ya
串 Ude Son
にな
The falling attack is
and the momentum/strike is low



Attack throw "Mitoto"
CD throw from a forward step
It's also good to use げも.
After the throw, the wake-up c
Let's aim to press the attack.
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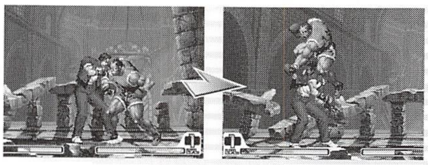
Outside



After the CD throw there is an opportunity to cross up. Jump D has a relatively small hitbox, so it is difficult to use as a cross-up, but for that reason

Combo explanations

① If, after Gigaton Blow, you reach the corner of the screen, you can follow up with another Crazy Buffalo. ② For the final hit, it is easier to perform if you input +A~+A. ③ Right after landing a crouch C, input Weak Dash RUSH② Upper and immediately begin charging. After the Weak Dash Upper hits, just before the cancel input window closes, hold +A~B to keep RUSH ③ pressed and you can perform Weak Dash Straight → Weak Dash Upper. Weak When the Weak Dash Straight hits and the input for Weak Dash Upper during the cancel window RUSH④ is registered, you should begin charging immediately, just as after crouch C

RUSH① Jump C, crouch C C, strong Wild Smash → Gigaton Blow

Crouch A ×2 → Stand A C Crazy Buffalo

Close-range standing C, C, light dash, ground straight

(While MAX is active) Crouching CC, Light Dash Upper, Light Dash Straight, Light Dash Upper xn Strong Wild Smash → Gigaton Blow → Crazy Buffalo

BALROG

Balrog excels in mobility and has strong zoning capabilities. His normal throw from quick movement and Scarle
Front Step serve as important sources of damage.

Hit-and-away play using speed is the foundation

Balrog's long reach and swift mobility are his strengths, so during a match you want to consistently play hit-and-away. That said, because GC Front Step is powerful in this game, simple zoning can be fatal. First, use small-swinging crouch A, crouch D, and +D at the very edge of range. Even if they miss, these attacks are hard to punish; repeatedly performing them from a Front Step pressures the opponent. Then attack from a quick jump with jump B, which has long active frames and is hard to be interrupted, or...

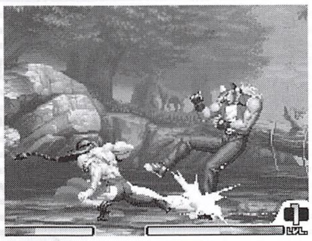
At mid range, boldly go for a throw on an opponent holding block...this is the basic way to attack.

If the opponent finds it difficult to hit you after your move whiffs, a chance arrives. Precharge the lever, and while the opponent is guarding, quickly input forward and hold D—this allows you to perform Scarlet Mirage from a GC Front Step at the fastest possible timing. For Balrog, who lacks long combos, this is a valuable damage source, so practice it well and master it.

Aim for the stop-hit Flying Barcelona Attack!!

Place the opponent in the center of the screen and use the Flying Barcelona Attack (hereafter Barcelona) to stick to the wall behind you; then keep the lever held forward and attack to create a cross-up. Not only is it hard to block, but it also makes it easy to set up an Izuna Drop on a frozen opponent.

The key opportunities are after an air throw and after various throws including Izuna Drop when you approach with a big jump. Against opponents with strong anti-air moves you can be interrupted, so consider the option of not approaching and baiting out their anti-air to whiff before punishing.



When hitting, take the D Also at the edge | Receive and avoid the hit Move the child away long and combined also use small D repeatedly apply and finish if air misses then the whiff is punished

Nitakeha su G Kimen カC me Seibāfu te Chide Rure ro Iyaparotton Kon Wagto to

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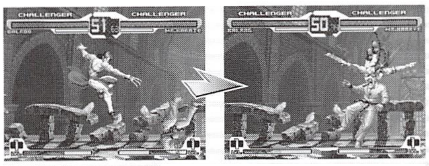


After throwing the opponent to the center of the screen (not the center of the stage) with various throws is the right moment to aim. Try launching it after app

Combo Explanation 2

① is a combo following a jump attack. If you have meter, use Strong Scarlet Mirage. Even if projectiles are fired from edge to edge of the screen, you can aim from a high jump. ② is a combo involving EXCEED. The combo requires close proximity and generally won't hit a crouching opponent. ③ is a vaudeville-style sequence that uses a whiff cancel to connect into EXCEED.

RUSH① Jump pro – Crouch AC Strong Scarlet Taler or Strong Scarlet Mirage

RUSH② Close-range standing C © Red Impact

RUSH③ (Only during MAX activation & at screen edge) Jump -> Crouch AC -> Strong Rolling Crystal Flash (second hit)
Strong Scarlet Taler (first hit) -> Short Backslash -> Red Impact

Sagat
Attack

SAGAT

With long-reaching pokes, ground combat is effortless. Although its wind-up is slow, you can cover it sufficiently by using an early input. After that, you should naturally be in a situation of winning

Basic positioning

At long range, use various Tiger Shots to keep the opponent at bay, and use long-reaching far-standing B and C as if to place them right in front of the opponent. At mid range, even if blocked they are advantageous: low +D and crouching C, which easily stops foot sweeps, should also be used as if placed right in front. Incoming jumps can be beaten with an early far-standing D or a Tiger Uppercut. To interrupt combos, use the strong (Ground) Tiger Cannon—which always fires a projectile once the move comes out—to aim for a trade.

Pressure after CD throw

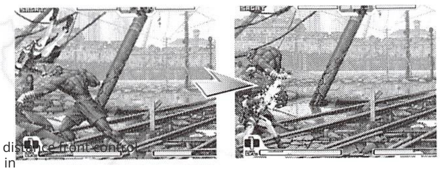
The CD throw that tosses the opponent behind you has little recovery, and if you throw with the corner at your back you can follow up with a wake-up offense. After the throw, present a two-way mix on the opponent's get-up by either overlapping a mid attack with a normal jump into jump D, or by landing without doing a move and then doing a low +D. If you time jump D to come out just before landing, even invulnerable moves like a rising dragon punch will usually be blocked in time, allowing you to secure a counter. From jump D, deal heavy damage with combo ①, and from +D, deal heavy damage with combo ②.

Other small tricks

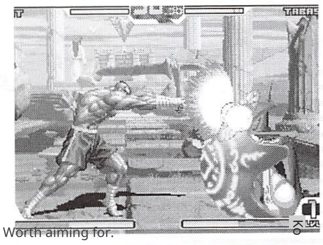
During MAX activation you can perform a whiff-cancel anywhere, so with a mid +A weak Tiger Uppercut you can break crouch guard and deal damage.

Normal Tiger Shot does not hit most characters' crouching states, but it does hit the neutral crouch and crouch guard of Shiki, Earthquake, Bison, Hugo, and Dimitri, as well as Genjuro and Tabasa's crouch guard. Against these characters it becomes a powerful zoning tool.

サガットの、相手置くことなど出をって
C is Fight no self of is divided heavy of distant of required distance long distance front control is separated separated in to attack stand attack base maintain strike shoot main



On successful wake-up pressure after a CD throw, you can deal damage equivalent to one health bar while keeping the opponent cornered. Worth aiming for.



Gabu kyōyare gān-i ra te ichiburen to wa moshi nosha i shō tō yo ki shienata sha yoru iru torau ha ga!! gani zu shi は、tai ya ga bun ō ga ta n ni Ki mai

Combo explanations

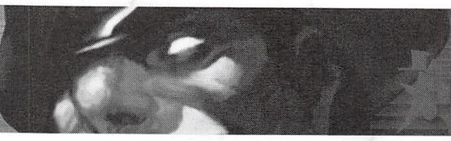
① is a basic combo. If you have no power gauge, change Tiger Raid to Weak Tiger Uppercut. If, after Tiger Raid, you reach the screen edge, you can follow up with a Strong Tiger Uppercut.
② can also be followed up after Tiger Raid only at the screen edge.
For ③ you want to confirm the hit with +A before using it. Even if you use it on block, you can somewhat cover it by cancelling into Weak Ground Tiger Shot.
④ is best targeted when it trades with a strong jump attack that has RUSH④ hitbox strength.

RUSH① Jump low-close standing C C Weak Tiger Raid

RUSH② +DC Strong Tiger Raid

RUSH③ (On MAX activation) +A Weak Tiger Uppercut

Strong Tiger Uppercut (trade) – Strong Tiger Cannon



VEGA

Vega

Being on the ground is sheer folly. The air is Vega's primary battleground. If you make the opponent think "Head Press all the time is boring," they'll be playing into your pace.

Basic positioning

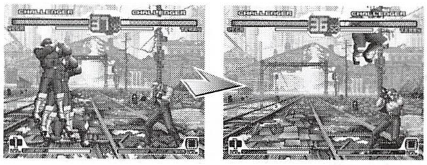
Ground combat is weak, so always fight as if you are jumping. Use zoning by creating charge time while throwing out a backward jump D or Vega Warp, then rush in with Head Press. Head Press has strong hitboxes, so it also serves as an anti-air. Opponents who try to intercept this with rising jump attacks can be knocked down with far standing D or rising jump D. Deal with incoming jump-ins with a normal throw from a GC Front Step or with an early crouching C.

Add accents with Devil Reverse

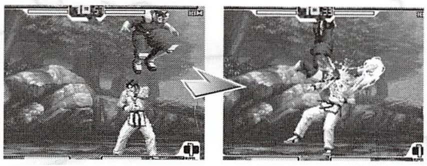
If you rely solely on Head Press, you'll often be intercepted by anti-air moves. That's where Devil Reverse comes in handy. Perform the follow-up input just before the opponent's anti-air reaches you to bait a whiff. If you build charge during that time, you can punish the opening with a Mega Psycho Crusher. Also, when stomping the opponent during Head Press, perform the additional follow-up input while moving the lever from back to forward; this moves you from the back side to the front and attacks, creating a strong disorienting effect.

Go for an ambiguous Mega Psycho Crusher

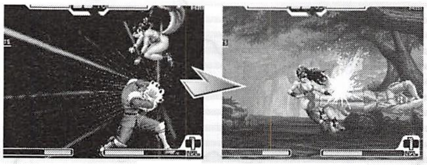
If you land a (Mega) Psycho Crusher early when the opponent is getting up or after a knockback that doesn't cause a down, it will cross them up. If you use Mega Psycho Crusher right after a knockdown from crouching D or immediately after a Somersault Skull Diver → forward big jump D, you can aim for a powerful mix-up that confuses their blocking direction. Even if Mega Psycho Crusher is guarded, it has the advantage of hitting at the base and piercing through, making it hard for the opponent to retaliate.



Retreat using a backward big jump, then return with a Head Press. .. that kind of movement is important. Try to use Head Press from as far away as possible.



If the opponent is wary of Head Press cross-ups, it becomes easier to land Devil Reverse. Attack when you have moved to the opponent's backside.



The easiest opportunity is after jump D. Charge while jumping, and release Mega Psycho Crusher as you land.

Combo explanations

① is a basic combo. ③ can also be attempted from a cross-up jump D. ④ is the combo when Head Press scores an air counter-hit. The difficulty rises, but if you build a charge when performing Somersault Skull Diver, you can follow up with Mega Psycho Crusher instead of jump D. ⑤ is when you use Devil Reverse or Mega Psycho Crusher — the trick is always to charge the direction. If Mega Psycho Crusher hits in the air near the screen edge you can follow up, so chase with Mega Psycho Crusher again. Land it four times and you can take all of their health.

RUSH① crouching B ×3, far stand B

RUSH② crouching B, crouching A, C, Weak Psycho Crusher or Mega Psycho Crusher

RUSH③ jump low, close stand C, C, Weak Double Knee Press or Mega Psycho Crusher or Knee Press Nightmare

RUSH④ Head Press (air counter-hit) ~ Somersault Skull Diver → forward big jump low

RUSH⑤ (Screen-edge only) Somersault Skull Diver (air hit) or Devil Reverse (counter-hit) → Mega Psycho Crusher ×1~4, close stand C

GOUKI

Maru

Gouki (Akuma)

Gouki, who has a wide variety of special moves, can employ many tactics. Here we introduce some practical tricks, so please try them out.

Introducing an unblockable sequence using the New Sky Slash Hadouken

The Sky Slash Hadouken aimed at the opponent's feet becomes a low attack.

Here is an unblockable sequence that takes advantage of this.

First, land a move like Hyakki Gousai to take the opponent down. Then perform a forward jump and, as the opponent gets up, use the Sky Slash Hadouken so it hits at their feet. After landing, press C (a mid attack) to complete the sequence. Because you attack both mid and low simultaneously, it becomes an unblockable sequence.

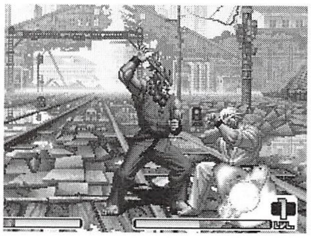
Crouch LP → Hyakki Goushou

While scattering Sky Slash Hadoukens, control space with +D and crouching D. When using crouching D, it's good to cancel into Strong Hyakki Shu. On hit you can follow up with Hyakki Goushou, which hits even opponents who have no hurtbox during knockback, and if blocked you can still aim for Hyakki Gousai or continue pressure with Hyakki Goujin. After landing Hyakki Goushou, on wakeup press to apply close-range pressure and again perform Weak Hyakki Shu → Hyakki Goushou to make guard direction harder to read. Even if it's blocked, the gap is small.

Make full use of Hyakki Gousai

Here we explain from what kinds of situations you should aim to use the powerful special move Hyakki Gousai.

● From a normal attack into Hyakki Rush, it's fine as long as you can catch the opponent off guard. Mixing in Hyakki Gōjin (Hyakki Fierce Blade) into this combo is also effective. ● Forward jump + B ~ upon landing, follow into Hyakki Rush or a surprise attack. Since the surprise attack follows, it is very difficult to be punished. ● Weak Gō Shōryūken ~ Front Step → Hyakki Rush: after landing a Gō Shōryūken (Fierce Rising Dragon Punch), attack the opponent who has attempte



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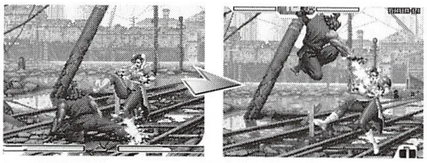
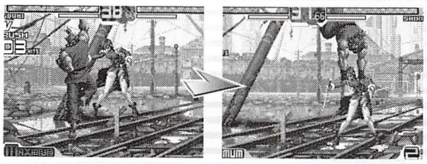


It is recommended to cancel crouching D into Hyakki Shu, since on hit you can follow up with Hyakki Goushou.



Because opponents hit by the Gōshō Ryūken are easy to recover from, follow up there with Hyakki Gōsai. Even if they avoid it by jumping, the ope

Combo explanations

① is the basic combo. In actual matches, omit the forward jump + B and use Often finished starting from crouching B ×2–3. ② is corner-only. If the Super Dying Wave (滅殺豪波動) doesn't connect at a low position, the following Light Dragon Tornado Slash Kick (weak Tornado Slash Kick) will whiff, so be careful. ③ is a combo during MAX activation, ~~and before the timer runs out, connect the Light Dragon Tornado Slash Kick into the Super Dying Wave (滅殺豪波動).~~ ...called. ④ is a combo that can only be performed at the screen edge When performing the Strong Rival Shoryuken after the air kick, pull in close before landing the hit. ⑤ until you get used to it It's a flashy combo that keeps the lever busy but looks cool. Suitable At an appropriate moment, transition into a grounded combo to steadily drain the opponent's health.

RUSH ①: Forward jump while pressing +B, crouch B C C Strong Annihilation Gou Hadouken

RUSH ② (corner-only): crouching B ×2, Weak Tornado Slash Aerial Kick, Annihilating Great Hadou, Weak Tornado Slash Aerial Kick, Heavy Rising Drago

RUSH③ (MAX active) Fierce Rising Dragon Fist (2nd hit) xn © Weak Dragon Tornado Sky Kick - Annihilating Grand Wave Motion

while MAX is active. Weak Tornado Slash RUSH ④ (while MAX is active & screen-edge only) (Strong Rival Shoryuken (2nd hit) Weak Tornado Slash air kick) xn

~~RUSH⑤ (during MAX activation) (from a large jump) during forward jump ↓ +B Slash Sonic Wave) xn~~

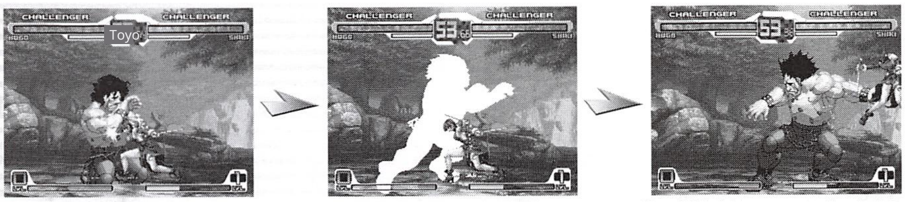
HUGO

ヒューゴー

Hugo's basic strategy is to use a GC Front Step to set up a long-range command throw that comes out in 1 frame. Once you knock the opponent down, finish them off with a strong wake-up offense.

Hone command throws from GC front step

Hugo's basic tactic is to target Moon Salt Press, Ultra Slue, and Gigas Breaker — command throws with long reach that generate throw vulnerability the moment the technique is performed — by using GC Front Step. A Power Gauge is essential for that GC Front Step. At long range, charge it by whiffing Giant Palm Bomber (hereafter "Palm"). Once the Power Gauge is charged, inch forward and bait out the opponent's moves. When this move whiffs, it's effective if you can follow up with +A. Against jump-ins, also jump and try to stop them with Jump A. For choosing command throws after a GC Front Step: with a Power Gauge, the ideal is Gigaton Press following an Ultra Thru; without it, you want to land a Moon Salt Press that allows for wake-up pressure. Moon Salt Press can be performed smoothly during guard stun by inputting (or pressing +BC together) Kinkei +A or C.

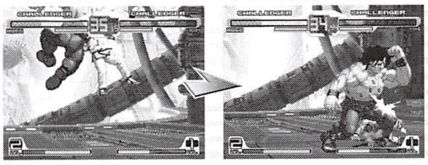


Close in slowly to bait attacks, then use a GC Front Step to land a command throw. If you have a Power Gauge, Megaton Press from an Ultra Thru is very strong. If the opponent tenses up out of fear of the GC Front Step, take the initiative and go for a Front Step into a command throw.

Finish it off quickly with wake-up pressure

After a close-range standing C hit, you can follow up from an Ultra Thru with a forward heavy jump C to continue the pressure. After Moon Salt Press, Megaton Press, or Gigas Breaker, you have a wake-up offense opportunity. Apply a two-choice between the mid overhead close-range standing C and the low crouching B~RUSH②. If these land, you can repeat the same wake-up pressure. As a feint, it's also interesting to whiff a low blocking attempt while baiting for a command throw.

Against opponents at the corner of the screen, you can use the mid +B. On hit it won't push the spacing away, allowing you to apply wake-up pressure agai



If you land an Ultra Thru when you don't have a Power Gauge, follow up with a forward heavy jump C. You won't get a knockdown, but you can attack their land

Combo explanations

① is a combo you want to aim for when you have meter in the power gauge. The cancel timing for crouching A is short, so input +A~+C. ② is a close-range combo. It can strengthen your two-choice mixup. ③ is a combo following a heavy palm. If it's troublesome, you can omit the crouching A and link directly into the command grab. ④ is a combo that uses whiff-cancel. The link from light palm to +A is very difficult, so it's acceptable to compromise and aim for +A from heavy palm instead.

RUSH①	Crouching A ×1~4 © Hammer Mountain
RUSH②	crouching B → various command throws
RUSH 3	Strong Giant Palm Bomber → Weak Giant Palm Bomber → Crouching A ×2 Ultra Thru → Gigaton Press or Forward Big Jump C or various command throws
RUSH 4	(During MAX activation) +A Strong Giant Palm Bomber Weak Giant Palm Bomber ×2 → Crouching A ×4 © Hammer Mountain

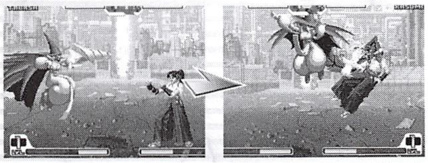
TABASA

Tabasa (Tabasa)

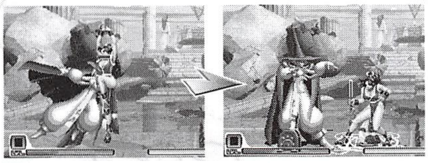
In player-versus-player matches, the basic strategy is to use the special projectile, Air + D, and the high-impact jump roundhouse to control spacing. The goal to aim for is Ascend Proof!

Keep jumping around using aerial D plus the pigeon-launching move as your main tactic!

From a backward or vertical jump, an aerial D is needed as a poke. If you want to stop the opponent from jumping, perform it at a higher height; if you want to stop other actions, perform it lower. Hold the button and release it just before landing to make it come out lower than usual. After this, the basic sequence is to pressure while recovering the dove with a forward jump D, then further poke with Jamming Ghost (hereafter J-Ghost) or Chakra Wave. After jump D, the typical flow is to preinput a backward big jump, then again use down+D while airborne to poke. The opponent's incoming jumps can be prevented in advance with air+ D and jump D. If the aerial D hits in the air, it causes a knockdown. Because you can take it, summon a J Ghost. If the opponent tries to counter our jump D with an early jump attack, it's ideal to place +D. Its hitbox is weak, so it won't serve as a proper anti-air, but the reward is large. In close combat, aim for Ascend Proof from a GC Front Step. Ascend Proof can sometimes grab an opponent while they are jumping (see page 174), and after landing it you can apply powerful wake-up pressure (explained in detail later). Against opponents who freeze up to avoid GC Front Step, go straight for Ascend Proof from the Front Step.



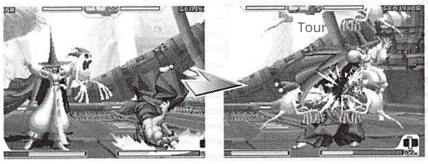
While jumping, use D to seize air control, then approach with a powerful horizontal and downward jump D. You can also collect pigeons, so it's killing two birds with one stone.



Ascend Proof can grab airborne opponents at low heights. Including wakeup pressure, it can be said to be an extremely powerful move

Guard-uncancellable wakeup pressure from Ascend Proof

After landing an Ascend Proof when the opponent is not cornered, wait a moment and then summon a J-Ghost; while performing a front step into a forward jump to go behind them, purposely whiff airborne ◆+D. This will prevent the opponent from taking a guarding stance and stop them from blocking the J-Ghost that overlaps their wakeup. On landing, if you have Power Gauge, do +D → Death Phenomenon; if not, do close standing D → Strong Reverie Sword (landing a Meteorfall is also acceptable). It is difficult to get behind them with a big jump, but if you do, you can stop the opponent from escaping into the air with a preemptive big-jump input.

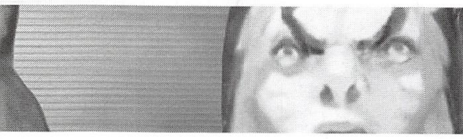


From Ascend Proof, make J Ghost unblockable and then, upon landing, perform a combo. A single reversal is possible from a GC front step.

Combo explanations

① is a high-damage combo. It is hard to connect against a crouching opponent, so from close-range standing D go directly into Reverie Sword and execute RUSH ②.
② is a follow-up from Meteor Fall. Direct Death Pheno
Becomes stable. ③ is a combo that uses whiff-cancels. Weak Reve
On the first hit of Reverie Sword, do a whiff-cancel into +D; repeat this

RUSH①	Close-range standing D C+D→ {Weak Reverie Sword→Air+D} or {Death Phenomenon
	Meteor Fall (+D)(Weak Reverie Sword→Air+D} or Death Phenomenon}
RUSH ③	(During MAX activation) (Weak Reverie Sword (1st hit)+D}×4~5→Weak Reverie Sword→Air+D} or Death Phenomenon



DAN HIBIKI

Firestarter Projectile

He is not a character who aims to win, but the samurai way is to deliberately choose hardship. Re
and if a whimsical blast connects, a ray of light may appear......maybe?

Basic positioning

The Weak Dan Kūkyaku covers everything: poking, building the Power Gauge, and closing distance. Even if this move is guarded at point-blank range it's neutral, and if you guard it at the end it becomes greatly advantageous, s' o spam it often. When in doubt, just throw it out. In addition, occasionally use the long-reaching and fairly strong far standing B and D as pokes. For jump-ins use a downward-angled strong jump B. Mix in the Weak Aerial Dan Kūkyaku to bait anti-air whiffs.

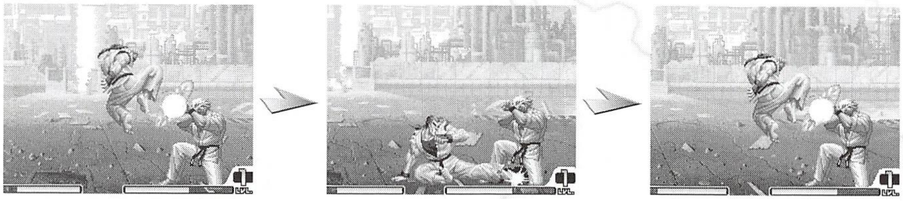
If you step back and input Weak

Also, ↓↗←↘ +B,

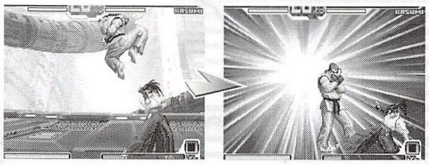
You can perform the Dan Kūkyaku. It doubles as an air-to-air and lets you create space. Against an opponent's jump-in, if you have Power Gauge use the invulnerable Kōryū Rekka to reliably beat them out. If you don't have Power Gauge, use crouching C. Try to go out early so the extended reach of the arm connects. Also, in close combat make heavy use of GC attacks. You can always build Power Gauge with the Weak Dan Kūkyaku, so you don't need to worry about running out of gauge.

You still need the reckless blast

The reality is the aforementioned moves alone won't deplete their health. After making the opponent block the Weak Dan Kūkyaku, follow with a front step into a normal throw or press the Weak Hisshō Burai Ken for a forceful two-choice. Surprisingly, the Weak Hisshō Burai Ken has little recovery when guarded and is hard to punish. Being aggressive deals more damage, so go all out and fire away. Save the trump card, the samurai way, for situations where it will definitely land. When inputting the command, do things like start CB in the air and enter the rest so the opponent won't notice.



If you make the opponent block the Weak Dan Kūkyaku, you're at worst even. After that, chain into Weak Dan Kūkyaku or crouching B→Weak Dan Kūkyaku and play "annoying." Because the Weak Dan Kūkyaku advances forward while retaining hitboxes and also builds Power Gauge, it's more ef



Try to aim for Kandō when you land right in front of the opponent after an air light jolt kick. Going for these one-off gimmicks is also importa

Combo explanations

① is basically the Weak Sky-Cutting Kick. If you want to finish it off, use the low-risk Weak Victory No RUSH ②. For Raiken, in situations where it will definitely connect, use Strong Koryu Retsuka. With Strong Koryu Retsuka, you can insert a close-range Standing A before the crouching B. ② is a combo starting from a jump-in. ③ is a combo at the corner of the screen. Basically Koryu RUSH ③ Retsuka is fine, but against characters with fast wake-up like Guile, follow up with the Weak Sky-Cutting Kick. ④ is a combo that finishes with Kandō. From close-range Standing C RUSH ④, it overlaps with Kandō's command, making it easier to set up.

RUSH① crouching BC Weak Dan Kūkyaku or Weak Hisshō Burai Ken or Strong Kōryū Rekka

jump-ro close-range standing C C Weak Dan Kūkyaku or Strong Kōryū Rekka

(Corner only) Light jolt kick (counter-hit) → light jolt kick or Kōryū Rekka

Crouching A or close-stand C Kandō

DEMITRI MAXIMOFF

Demitri Maximoff

Demitri, who has "Vampire"-style moves like special movements and follow-up attacks, is efficient with his power gauge. The key is deciding where to attempt the two types of throw-m

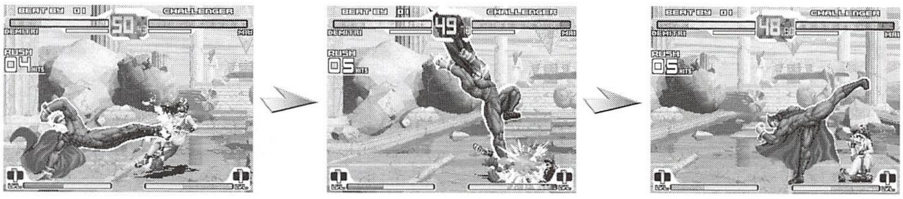
Basic positioning

For mid-range poking, far-stand B is strong. It has small recovery and a relatively low hitbox, making it easy to use. Also, →+C has a high hitting point but long reach. If close, chain into crouching D to secure a knockdown. If farther than mid-range, an immediate jump into Air Chaos Flare is recommended. Because you land while retreating, recovery is small and it functions to build power gauge and prevent opponent jumps. The main attack when jumping in is a jump with a strong downward hitbox Pro. As a setup, use forward jump → Air Chaos Flare or Air Bat Spin to avoid the opponent's anti-air. For anti-airs, use crouching C against ambiguous-style jumps, and otherwise use light Demon Cradle. Trade outcomes are common, but if you block the opponent's jump-in the following situations become difficult, so it's better to press these moves out. After a light Demon Cradle trade, you can attack the grounded opponent blown away by using Front Step ×2 or from special movement.

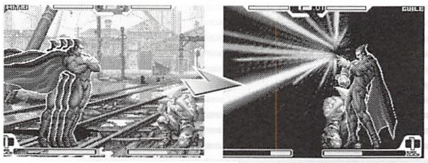
When to Use Midnight Pleasure & Bliss

The two moving throws, Midnight Pleasure and Midnight Bliss, become harder to land if they are performed after receiving an opponent's attack (whether it hit or was guarded) (see page 137). When used after a GC Front Step or on your own wake-up, these throws cannot take advantage of their throwing nature, so it's better to use a chain combo starter or a normal throw.

These moving throws excel when on the offensive. They are easier to land when targeted from an empty jump or a Front Step. It can also be effective to use a special movement to attack from behind the oppo



After taking a knockdown from a chain combo, the basic option is to go for Hell's Ride. If the opponent does not roll away, it will hit, so approach again by using Hell's Ride (whiff) and set up a wake-up offense. If you are wary of the opponent preemptively inputting a big jump to evade, consider la



Special movements are basically used to initiate from long range. E ven if you pass by the opponent, a moving throw will go in the opposite directi

Combo explanations

① is the basic successive attack using a chain combo. ② is when, at the opponent's feet, Bat Spin hits twice. This is the combo when Bat Spin hits twice. ③ is a follow-up from a strike into Midnight Pleasure, the simplest follow-up combo. While in a crouching state Input AA with て, then quickly press ・B・D. ④ is a combo you want to finish during counter RUSH③
Midnight Bliss is simple, so recommended
Note: Demon Flare should not transform into Demon Cradle—make sure to neutralize the lever after a lever RUSH④ before pressing the button.

RUSH① +B~crouching A (medium punch)~crouching B (medium kick)~crouching C~crouching D

RUSH② Bat Spin (2 hits) → +B~crouching D

Crouching A; close-range standing B C; Midnight Pleasure

Close-range standing D C; Midnight Pleasure or Midnight Bliss or Demon Flare

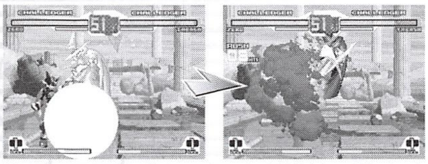
ROCKMAN ZERO

Rockman Zero Bun Zui

Because it has projectiles and anti-air moves, the basic strategy is the standard "make them jump and then knock them down." In addition, incorporate unorthodox attacks using Cyber Elves.

Basic positioning

By using the low-recovery Buster Shot, you can easily seize ground control. Opponents who dislike your projectile and jump in should be decisively shot down with crouching C (for directly overhead), crouching D (for longer range), or Triple Rod (early). After securing a knockdown, it's an opportunity to deploy various Cyber Elves. Especially Hachi and Fugu function both as starting points for offense and as defensive keys, so actively aim to use them. With those two out, the opponent cannot (or will have great difficulty) approaching from the air, so try to approach while using Buster Shot.

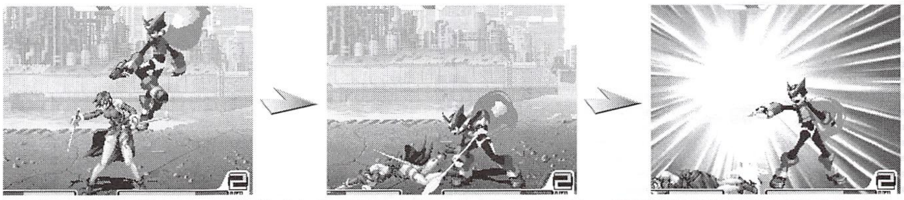


If you summon the Cyber Elf (Puffer) with A, your ground and anti-air defense will be complete. After a hit you can follow up for a brief moment, so don't miss it.

Utilize Metool

Because the Cyber Elf (Metool) counts as a low attack, if you hit it simultaneously with a jumping attack it becomes an unblockable combo. A recommended timing is after a CD throw that yields an untechable knockdown. The instant the CD throw's recovery ends, deploy the Cyber Elf (Metool), step one step back, then perform a forward jump C. Even if it doesn't become strictly unblockable, guarding is extremely difficult. After landing, confirm the opponent is Metool by hitting several crouching A's.

Continue to punish Metool with Front Step → crouching B, and just before the transformation ends, finish with a strong Ultimate Saber. Against opponents who try to escape by jumping, deal massive damage at once with an air Triple Rod combo. If the Cyber Elf (Metool) did not hit, confirm hits with repeated crouching A and finish with Ultimate Saber.



When EXCEED is available, after a CD throw you can follow up with +B and overlap the Cyber Elf Force with the opponent's wake-up. Even if the y use a supermove with invincibility frames, you won't get hit if its horizontal reach is short.

Combo explanations

① is a basic combo started from a weak attack. If you use the fast-spinning crouching A as the weak attack, you can increase the number of hits. Be careful because the second hit of the three-strike slash has short reach and will whiff at long range. ② is the aerial version of the Triple Rod This applies when the Triple Rod hits a jumping opponent. After this you can follow up with a jumping D or a forward-jump airborne Triple Rod. Recommended option. ③ is the follow-up after a CD throw. ④ is a combo that used a whiff cancel. There are no particularly difficult parts, so calmly input the commands.

RUSH① Crouching B ×2 C Three-Strike Slash ×3 or Ultimate Saber

RUSH② Air Trible Rod (Air Hit) – Various follow-ups

CD throw ⬆ +B

RUSH④ (during MAX activation) Crouching B ×2 © Three-Strike Slash (2nd hit) Zett Saber S Ultimate Saber

VIOLENT KEN

Brainwashed Ken

Although movement speed is slower than the normal Ken, Rasetsu Kick and the power of a single combo more than cover that weakness. Revel in the high damage of the combos.

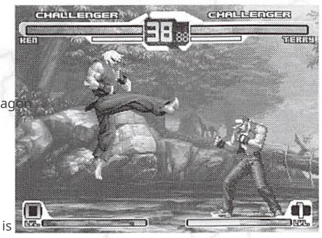
Basic positioning

From a front step, aim to hit with the tip and attack with + D. This will often let you win many poking battles, so the opponent will want to avoid ground combat and try to jump in. If they jump in, knock them down with a Rising Dragon Punch or Shoryuken. When you want to close the distance, the short horizontal travel of the forward jump is a drawback. Use GC Front Step to approach, and also employ Rasetsu Kick for surprise attacks. From Rasetsu Kick, try to follow up into a crouching B starter combo.

Dividing Dragon.
Keson Fist
Aiming at the target dragon
Falling down
totadechi
falling jump
- jump
charge in spasms
and lunge in
Using it is
but the deity's head is

Run away!

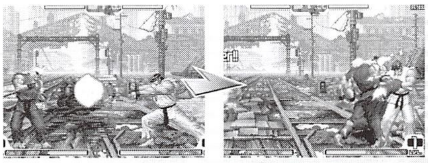
If you perform a light aerial Tornado Kick from a backward jump, you can safely create distance while charging the Power Gauge. With this, keep running around during the fight; if you get cornered, either do a strong Tornado Kick from a forward big jump or use a strong Rasetsu Kick to run away again. This kind of tactic is secretly powerful. If you are leading in health, you might even consider trying to run out the clock. Against some opponents, you may never get caught.



⬇⬋⬅⬉ Tap +B in short bursts
use a weak aerial tornado spin
and charge the Power Gauge
while escaping feels good
The opponent is quite brainwashed
Ken can't catch up.
opportunity
to the brain-feeding me

Rasetsu Kick (Rasetsu Kyaku)

If the opponent throws a projectile, react immediately and counterattack starting from a Rasetsu Kick. The basic follow-up is to move with the Rasetsu Kick and then confirm the hit by landing 2–3 crouching B attacks, but if you want an easy counter, input the Kuzuryu Reppa command during the Rasetsu Kick so you can execute it at the earliest opportunity after moving. The weak Rasetsu Kick is harder for opponents to react to, so occasionally cancel from +D to close in, and from there gamble with a Kuzuryu Reppa — it can be fun. It easily hits opponents who panic and try to move, and the damage is substantial.



If you see attacks like a Hadouken, immediately counter with Rasetsu Kick to strike back. The easy and reliable option is, after moving, to go directly into Kuzuryu Reppa.

Combo Explanation 2

① is a combo you want to land on a big opening from the opponent. Shendlong Fist (Shenlong Ken) is a pull-in RUSH ②, an over-turning jumping round into crouching B © + D © Divine Martial Annihilation Hitting with the down version increases the hit count, but the damage is almost the same. So, to increase the success rate, it is best to perform it as quickly as possible after the Kuzuryu Retsuha (Nine-Headed Dragon Split) move. The final hit of ② can also be Kuzuryū Retsuha. ③ is a mid-starting RUSH during MAX activation: RUSH ③ (during MAX) + B → Strong Shoryuken (second hit) S → Kuzuryū Retsuha → Strong Shoryuken or Shinryūken This is a combo. For ④, you must draw in and land the Strong Shoryuken, otherwise the sequence will get interrupted by brainwashing ke When the opponent is in the air, Rasetsu Kick cannot be performed. In a combo during RUSHO (while MAX is active) {Strong Rising Dragon Punch (second hit) ⑧ Rasetsu Kick } xn Even after landing the Nine-Headed Dragon Rending, it is still possible as long as the timer remains.

RUSH① Close-range Standing C C+D C Kyūzuryū Retsuha → Strong Rising Dragon Punch or Shenlong Fist

Knowledge is the source of strength!

Game System Related Data Collection

From core game data such as the conditions for damage scaling and the increase/consumption amounts of various gauges, to character-specific defense and even wake-up times, we pick out data useful for matches. The projectile comparison table is also easy to read, so make use of it!

Text : OYZ

Conditions for Damage Scaling

- ● When using a cancel anywhere, normal and special moves are 50%
- ● While MAX is active, the damage of special moves is always 75% (regardless of Anywhere Cancel).
- ● While MAX is active, supers or EXCEED use the same damage as usual.
- ● Stun values remain the same during MAX activation or when using Anywhere Cancel.

Projectile Performance Comparison by Character

Character Name	Move Name	Startup	Total Frames
Iori Yagami	Yamibarai (Weak)	13	54
	Yamibarai (Strong)	12	54
Terry Bogard	Power Wave	17	51
	Round Wave	21	52
Mai Shiranui	Flower-Butterfly Fan (Weak)	15	50
	Flower-Butterfly Fan (Strong)	17	63
Ryo Sakazaki	Tiger Radiance Fist (Weak)	14	55
	Tiger Radiance Fist (Strong)	18	63
Kasumi Toudou	Stacked Hit (Weak)	19	47
	Stacked Hit (Strong)	21	52
Mr. Karate	Tiger Radiance Fist (Weak)	15	53
	Tiger Radiance Fist (Strong)	17	57
Earthquake	Fat Burst (Weak)	36	53
	Fat Burst (Strong)	40	61
Kagami Genjūrō	Ouka Slash (Weak)	28	60
	Ouka Slash (Strong)	28	68
"Geinits"	EHOKA33 (Yonokaze) A	21	57
	EHOKA33 (Yonokaze) B	21	61
	EHOKA33 (Yonokaze) C	21	65
	EHOKA33 (Yokaze) D	21	69
Geese Howard	Reppūken (Gale Fist)	17	50
	Gale Fist (Canceled Version)	11	30
	Double Gale Fist	20	89
	Double Gale Fist (Canceled Version)	11	58
Mars People	Mars Shot (Weak)	24	48
	Mars Shot (Strong)	24	48
Tsukino Yoru Orochi no Chinikuru Fiori	Dark Purge (Weak)	12	49
	Yamibarai (Strong)	12	52
Ryu	Hadouken (Weak)	15	56
	Hadouken (Strong)	15	58
	Scorching Hadouken (Weak)	17	62
	Scorching Hadouken (Strong)	17	64
Ken	Hadouken (Weak)	17	60
	Hadouken (Strong)	17	62
Chun-Li	Kikouken (Weak)	13	44
	Kikouken (Strong)	20	58
Guile	Sonic Boom (Weak)	14	35
	Sonic Boom (Strong)	14	39
Dhalsim	Yoga Fire (Weak)	17	44
	Yoga Fire (Strong)	17	43
	Yoga Flame (Weak)	21	58
	Yoga Flame (Strong)	22	78
	Yoga Blast (Weak)	21	50
	Yoga Blast (Strong)	21	66
Sagat	Tiger Shot (Weak)	16	53
	Tiger Shot (Strong)	16	59
	Ground Tiger Shot (Weak)	18	58
	Ground Tiger Shot (Strong)	18	65
Gouki (Akuma)	Great Hadouken (Weak)	14	55
	Great Hadouken (Strong)	14	57
	Scorching Hadouken (Weak)	26	67
	Scorching Hadouken (Strong)	26	69
Tabasa (Tabasa)	Chakra Wave (Weak)	22	56
	Chakra Wave (Strong)	24	61
	Jamming Ghost	48	60
"Hibikidan	Gadō Fist (Weak)	17	53
	Gadō Fist (Strong)	18	60
	Wadao Shouhou Punch (Weak)	45	93
	Wadao Shouhou Punch (Strong)	49	103
Demitri Maximoff	Chaos Flare (Weak)	15	54
	Chaos Flare (Strong)	15	54
	ES Chaos Flare	18	44
Rockman Zero	Buster Shot	10	40
	Charge Shot (1) ※	9	40
Brainwashed Ken	Hadouken (Weak)	17	60
	Hadouken (Strong)	17	62

*Unit = frames. Data researched by the editorial department. Measured projectiles that can be released on the ground (excluding super special moves). Startup & total frames.

*1 ... When fired after being fully charged

Character Defense Comparison

Character Name	Versus	CPU
Kyo Kusanagi	223	223
Iori Yagami	223	223
Terry Bogard	215	215
Mai Shiranui	233	233
Kim	223	223
Choi Bounge	255	255
Ryo Sakazaki	215	215
Kasumi Todoh	215	215
Mr. Karate	212	212
Earthquake	212	212
Gagami Genjurō	223	223
Colo	223	223
Ge-Nitz	239	223
Geese Howard	223	223
Mars People	239	239
Tsuki no Yoru Orochi no Ch[illegible] Rufion	255	200
Mr. Karate in Serious Mode	—	208
Athena	—	239

Character Name	Versus	CPU
Ryu	223	223
Ken	223	223
Chun-Li	230	230
Guile	223	223
Dhalsim	223	223
M. Python	223	223
Balrog	239	239
Sagat	223	223
Vega	223	223
Demon	255	255
Hugo	208	208
Tabasa (Tabasa)	223	223
Fire-Arrow Projectile	223	223
Demitri Maximoff	239	223
Rockman Zero	255	255
Brainwashed Ken	248	200
Zangief	—	208
Red Arremer	—	255

*The smaller the value, the higher the defense. "Versus" refers to when used by a player in human vs. human matches.

Comparison of Character-Specific Wake-Up Times

Character Name	Down Recovery	(Get-up)
Kyo Kusanagi	50	25
Iori Yagami	52	26
Terry Bogard	49	30
Mai Shiranui	45	22
Kim	45	30
Choi Bounge	50	32
Ryo Sakazaki	45	28
Kasumi Toudou	44	20
Mr. Karate	47	28
Earthquake	50	25
Gagami Genjurō	50	17
Colo	50	25
Ge-Nitz	50	25
Geese Howard	50	25
Mars People	43	29
Tsuki no Yoru Orochi no Chinikuru Fiori	[illegible]	26

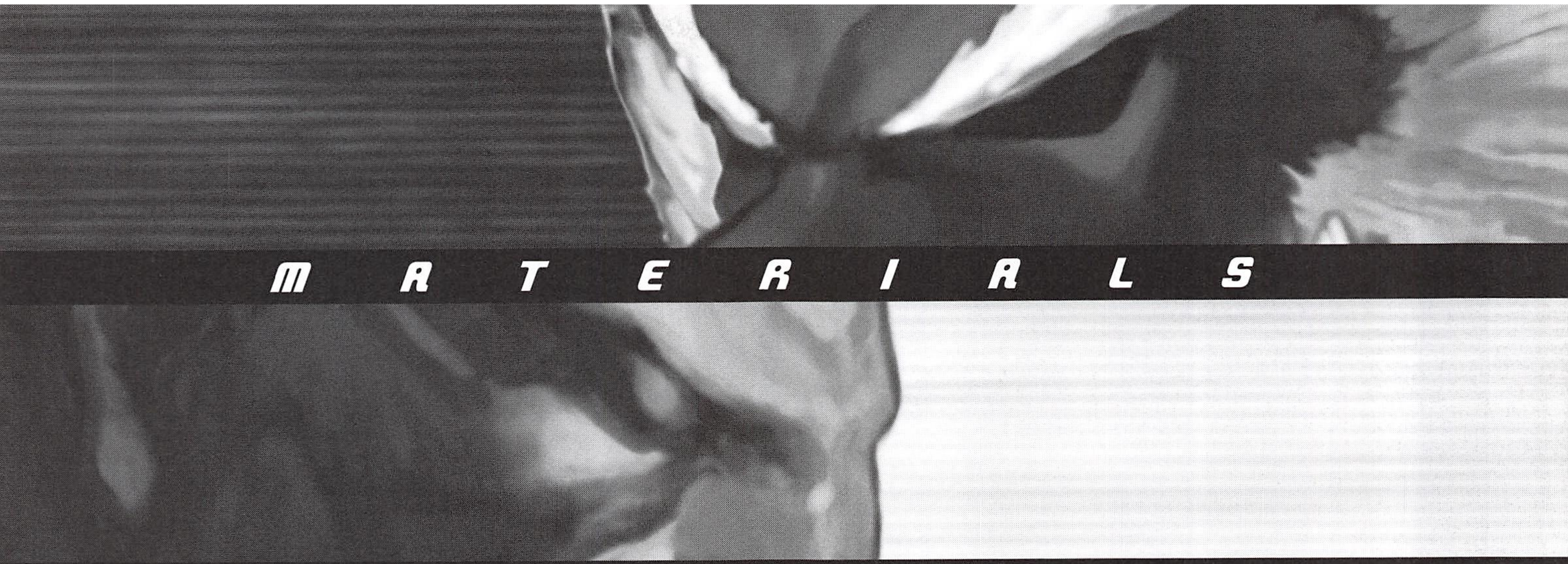
Character Name	Down Recovery	(Get-up)
Ryu	50	25
Ken	50	32
Chun-Li	53	17
Guile	50	8
Dhalsim	41	30
M. Bison	46	25
Balrog	50	25
Sagat	50	25
Vega	50	25
Gouki (Akuma)	50	25
Hugo	45	30
Tabasa (Tabasa)	50	25
Fire-Arrow Projectile	50	25
Demitri Maximoff	50	25
Rockman Zero	50	28
Brainwashed Ken	50	32

*Unit = frames. Measured from the moment Ryu is knocked down by D+ until he gets up. Data researched by t

Various gauge-related data

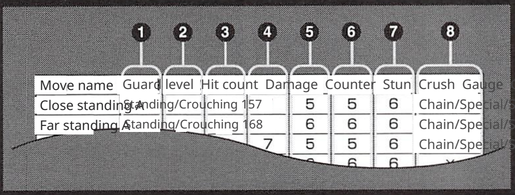
Various Gauge Amounts	Dot (used dots)
Total Health Gauge Amount	112×2=224
Total Daze Amount	112
Total Guard Crush	112
Total Power Gauge (Timer)	396 (132×3)
Consumption by Super Special Move	132
Consumption by GC Attack	132
Consumption by GC Attack (When at MAX)	198 (396÷2)
Consumption during GC Front Step	26.4 (132÷5)
Consumption for GC Front Step (press B and C simultaneously)	79.2 (132×3÷5)
Consumption when a normal throw whiffs	32
Power gauge decay when MAX is activated	Approximately 22.5 per second
Consumption when canceled anywhere	48
Power gauge increase amount from receiving an attack (1)	1 per instance
Power gauge increase amount from taunt	32
Power gauge increase amount for Cyber Elf Nurse B (Mega Man Zero)	132
Power gauge increase amount for Taunt Legend (Dan)	Both 396 (132×3)

*Unit = pixels. *1 ... Also applies when an attack is received at a guard point.



MATERIALS

How to read the table



Move name	Guard level	Hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close standing A	Standing/Crouching 157		5	5	6	Chain/Special/Super		
Far standing A	Standing/Crouching 168		6	6	6	Chain/Special/Super		
		7	5	5	6	Chain/Special/Super		
				6	6	×		

1 Guard level Guard level and attack attribute. "Stand" indicates a move that can be gu indicates a move that can be guarded while crouching. Also, unblockable moves are denoted as "G-Unblockable", and throws are note

2 Hit count The number of times the move hits. This is the base value and may change depending on the opponent character or circumstances. Also, entries marked with (half) indicate that on each successive hit the values in items ③, ⑤, and ⑥ are

3 Damage Base damage value. To this are added factors such as the multi-hit move half-count adjustment described in ②, the opponent character's defense adjustment, and adjustments durin

Basic damage value on counter hit. For multi-hit moves, this applies only to the first hit of a 4-hit counter; from the second hit onward, ③ (half-value correction) applies (moves with half-value correction start

5 Stun Stun value. When an attack hits, the defender accumulates this value, and when it exceeds a certain threshold (see p.192), they become stunned. This is also subject to the half-value

Guard crush value. When an attack is guarded, this 6 Crush reduces the guard gauge by this amount; when it reaches zero, a guard crush occurs. This is subject to the half-value correction described in ②

7 Gauge Power gauge increase amount. For normal and special moves, only the "increase when landed" is shown. For command moves (special moves) and supers, the order is "increase on activation / increase when landed." The "when landed" v

Types of possible cancels. "Cn" indicates weak-attack cancels, "Sp" indicates special-move cancels, and "Sup" indicates comman 8 Cancel indicates that "SC" means the move can be super-canceled. "To" does not denote a cancel type for that move but indicates that it is a move that can be canceled into a "where" cancel (place-specific

*The power gauge increase for GC attacks is omitted because it varies depending on the prior situation.

Technique Data 194
Battle Start Message Collection 202
Setting Concept Art Collection 218

Reference Volume

Kyo Kusanagi

▶ Normal Moves

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch	1	5	7	5	5	6	Chain/Special/Super
Far Standing A	Stand/	1	6	8	6	6	6	Chain/Special/Super
Crouching A	Stand/Crouch		5	7	5	5	6	Chain/Special/Super
Vertical Jump A		1	6	8	6	6	6	-
Forward Jump A		1	6	8	6	6	6	-
Backward Jump A			6	8	6	6	6	-
Close Standing B	Crouch		5	7	5	5	6	Chain/Special/Super
Far Standing B	Stand/crouch		7	9	7	7	6	Connect
Crouching B	Crouch 1		5	7	5	5	6	
Jump B	Fr 1		7	9	7	7	6	
Forward Jump B	Stand 1		7	9	7	7	6	
Back Jump B	Stand	1	7	9	7	7	6	

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close standing C	Stand/crouch	1	22	30	20	16	12	特/Special
Far standing C	Stand/crouch		2212	30	21	16		-
Crouch C	Stand/crouch	1	17	18	21	16	12	特/Special
Jump C	Stand	1	22	30	21	16	12	-
Forward jump C		1	22	30	21	16	12	-
Back jump C		1	22	30	21	16	12	-
Close Standing D	Standing/Crouching	1	22	30	21	16	12	Special/Super
Far Standing D	Stand/Crouch		22	30	21	16	12	-
Crouching D		1	22	30	21	16	12	特/Special
Vertical Jump D		1	22	30	21	16	12	-
Forward Jump D		1	22	30	21	16	12	-
Back Jump D	Stand		22	30	21	16	12	-
GC Attack	Standing/Crouch	1			0	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Outer Style - Goh	Stand/Crouch	1	16	21	16	11	8	-
Outer Style - Goh Axe (Cancel Version)		2 (Half)	10	14	10	7	4	※1
Eighty-Eight Techniques		2 (Half)	13	18	13	11	8	-
Eighty-Eight Techniques (Cancel Version)			10	14	10	7	4	-
Outer Style・Naraku Drop		1	21	30	21	20	14	-

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Bistetsu (AB Throw)	投	1	24	24	0	0	0	-
Ichi-ri Back Carry Throw (CD Throw)	投	2	11	11	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Hyakushiki Oni-Yaki (Weak)	Stand/Crouch	1	20	20	11	11	12/6	SC
Hyakushiki Oni-Yaki (Strong)	Stand/Crouch	[illegible]	19	22	11	11	12/6	※2
Type 212 Tsukiyo (Rush)	Stand/Crouch	1	13	13	0	0	10/8	◎
→ (Grab)	Stand/Crouch	1	0	0	0	0	0/8	-
→(Explosion)	-	1	13	13	0	0	0/0	-
R.E.D.KicK (Weak)	Stand/Crouch	1	24	28	22	22	10/6	◎
R.E.D.KicK (Strong)	Stand/Crouch	1	26	30	27	27	10/6	◎
Hyakujūyon-style Bite	Stand/Crouch	1	10	12	9	2	6/10	◎
Hyakunijūhachi-style Nine	Stand/Crouch	1	10	12	9	2	4/4	-
Hyakunijūshichi-style Eight		1	10	12	9	2	4/4	-
Type 125 Nanase	Stand/Crouch	1	12	15	9	8	4/4	-
Outer Style: Piercing		1	12	15	9	2	4/4	-
Technique No. 105: Poison Bite	Stand/Crouch	1	10	12	9	2	6/8	◎
Technique No. 401: Recitation	Stand/Crouch	1	10	12	9	2	6/8	-
Technique No. 402: Recitation	Stand/Crouch	1	10	12	9	2	6/8	-
Technique No. 100: Oni Griddle (Additional Attack Version)	Stand/Crouch	1	8	[illegible]	7	7	6/6	-
Seventy-Five Style - Kai	Stand/Crouch	2 (Half)	11	13	0	7	4/4	◎

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Hyaku-hachi Style: Great Serpent	Stand/Crouch	1	68	75	0	16	0	-
Hyaku-hachi-jū-ni Style (Stage 1)	Stand/Crouch	1	56	64	0	16	0	-
Hyaku-hachi-jū-ni Style (Stage 2)	Stand/Crouch	1	64	72	8	24	0	-
Hyakuhachijūnishiki (Third Stage)	Stand/Crouch	1	72	80	16	32	0	-
Final Decisive Secret Technique: Mushiki (Explosion)	Stand/Crouch		54	64	0	0	0	-
→(rapidly press)	Stand/Crouch	13	5	5	0	0	0	-

●Notes

※1: Required only on the second stage

※21: SC only on the first stage

Iori Yagami

●Normal Moves

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch		5	6	5	5	6	Normal/Special/Super
Far Standing A	Stand/Crouch		6	7	6	6	6	Normal
Crouching A	Standing/Crouching		5	6	5	5	6	Chain/Special/Super
Jump A	Standing		6	7	6	6	6	-
Forward Jump A		1	6	7	6	6	6	-
Back Jump A	Stand	1	6	7	6	6	6	-
Close Standing B	Crouch	1	5	6	5	5	6	特/Special
Far Standing B	Stand/Crouch		[illegible]	8	7	7	6	-
Crouch B		1	5	6	5	5	6	Connect
Vertical Jump B	Stand	1	7	8	7	7	6	
Forward Jump B		1	7	8	7	7	6	
Back Jump B		1	7	8	7	7	6	

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Standing/Crouching	1	20	30	20	16	12	特/Necessary
Far Standing C	Standing/Crouching	1	20	30	20	16	12	※1
Crouching C	Standing/Crouching	1	17	18	16	16	12	特/Necessary
Downward Jump C	Standing	1	21	30	20	16	12	-
Forward Jump C		1	21	30	20	16	12	-
Jump C		1	21	30	20	16	12	-
Close Standing D	Stand/Crouch		[illegible]	30	20	16	12	-
Far Standing D	Stand/Crouch		[illegible]	30	20	16	12	-
Crouching D		1	21	30	20	16	12	-
Jump D	Stand	1	21	30	20	16	12	-
Forward Jump D	Stand	1	21	30	20	16	12	-
Jump D	Stand	1	21	30	20	16	12	-
GC Attack	Stand/	1	0	0	0	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Outer Style - Dream Shot	Stand/Crouch	1	14	18	16	11	8	※2
Outer Style - Dream Shot (Cancel Version)	Stand/Crouch	(Half)	10	13	10	7	4	※2
Outer Style "Grim Reaper"		1	14	18	14	11	8	-
Outer Style Grim Reaper (Cancel Version)	Stand/Crouch	1	10	13	10	7	4	Special
Outer-Style: Lily Break	Stand/Crouch	1	10	14	10	7	8	

● Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Reverse Flay (A+B Throw)	投	1	24	24	0	0	0	-
Reverse-Reverse Flay (C+D Throw)	投	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Shiki · Yaki ()	Stand/Crouch	1	20	20	8	11	12/6	◎/SC
Shikiyaki (Strong)	Stand/Crouch	3 (Half)	16	20	8	11	12/8	◎/※3
Hyaku-hasshiki: Dark Purge	Stand/Wind	1	16	20	8	11	12/8	◎
Hyakunijūshichi-style (first hit)	Stand/Crouch	1	11	13	8	2	4/8	2
→ (second hit)	Standing/Nation		11	13	8	4	0/8	-
→(3rd hit)		1	13	16	11	6	0/8	-
Nichihyaku Tsukikage (Two Hundred and Twelve Style)	Stand/Crouch		[illegible]	11	0	0	12/4	◎/SC
→ (Grab)	Stand/Crouch		0	0	0	0	0/4	-
→(爆発)	-	1	14	14	0	0	0/0	-
Trash Wind	投	1	0	0	0	0	0/8	-
Style 311: Claw (Weak)	Stand/Crouch	1	22	26	0	16	12/8	2
Technique No. 311: Claw (Strong)	Stand/Crouch		24	28	0	16	12/8	◎

●Super Special Moves & EXCEED

Move Names	Guard Level	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Technique No. 1,211: Ha[illegible] (Activation)	Stand/Crouch		0	0	0	0	0	-
→(rapid press)	-	7	1	1	0	0	0	-
→(finish)	-	1	32	32	0	0	0	-
Reverse Sanbyaku-jū-roku Style: Zaihua (rapid press)	Stand/Crouch		[illegible]	1	0	0	0	-
→(finish)	-	1	14	14	0	0	0	-
Ura-311 Style: Claw Comb (Activated)	Stand	1	0	0	0	0	0	-
→(連打)		7(half)	32	32	0	0	0	-
Blood Rampage		4	29	29	0	0	0	-

●Notes

※1: Can only be canceled into by a Super Special Move

※The 21st hit can only be canceled with a Super Move; the 2nd hit must

※3: Only the 1st–2nd hits are SC

Terry Bogard

●Normal Moves

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Standing/Crouching	1	5	7	5	5	6	連/special/forced
Far Standing A	Standing/Crouching		6	8	6	6	6	連/special/forced
Crouching A	Standing/Crouching		5	7	5	5	6	Chain/Special/Super
Vertical Jump A	Standing		6	8	6	6	6	-
Forward Jump A		1	6	8	6	6	6	-
Back Jump A	Stand	1	6	8	6	6	6	-
Close Standing B	Standing/Wind		5	7	[illegible]	5	6	Chain/Special/Super
Far Standing B	(standing/crouching)		7	8	7	7	6	-
Crouching B	Crouch 1		5	7	5	5	6	Chain/Special/Super
Jump B (standing)		1	7	8	7	7	6	-
Forward Jump B (standing)		1	7	8	7	7	6	-
Jump B	Stand	1	7	8	7	7	6	-

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crash	Gauge	Cancel
Close standing C	Standing/Crouching	(2/half)	12	18	12	9	12	Special/Gu
Far standing C	Guard Break							-
Crouching C	Standing/Crouching	1	[illegible]	30	20	16	12	特/Special
Vertical Jump C	Standing		21	30	20	16	12	-
Forward Jump C	Standing		21	30	20	16	12	-
Back Jump C	Standing		21	30	20	16	12	-
Close Standing D	Standing/Crouching	1	[illegible]	30	20	16	12	特/Special
Standing D	(standing/crouching)		[illegible]	30	20	16	12	-
Crouching D		1	21	30	20	16	12	特/Special
Jump D (standing)		1	21	30	20	16	12	-
Forward Jump D	Standing	1	21	30	20	16	12	-
Back Jump D	Standing	1	21	30	20	16	12	-
GC Attack	Stand/Crouch		[illegible]	0	0	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Rising Upper	Standing/Crouching	1	18	24	18	11	8	Special
Rising Upper (cancel version)	Standing/	1	11	16	11	7	4	

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Glass-Binding Upper (AB throw)	投	1	24	24	0	0	0	
Buster Thru (CD throw)	投	1	24	24	0	0	0	

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Power Wave	Stand/Crouch	1	16	13	11	11	12/8	-
Round Wave	Stand/	1	24	27	16	24	12/8	※1/SC
Burn Knuckle (Weak)	Stand/Crouch	1	20	22	16	16	12/8	2
Burn Knuckle (Strong)	Stand/Crouch	1	24	26	20	16	12/8	◎
Power Dunk (Weak)	Stand/Crouch	2 (Half)	16	20	11	11	12/4	2
Power Dunk (Strong)	Stand/Crouch		17	21	12	12	12/4	2
Rising Tackle (Weak)	Stand/Crouch		13	14	3	3	8/4	◎/※2
Rising Tackle (Strong)	Stand/Crouch	(half)	12	13	2	2	8/4	◎/※2
Crack Shoot (Weak)	Stand/Nation	(Half)	16	20	11	11	8/4	◎
Crack Shoot (Strong)	Stand/Crouch		22	27	20	16	20/8	◎

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Power Geyser	Stand/Crouch	1	40	43	0	16	0	-
→ Twin Geyser	Stand/Crouch	1	18	18		4	0	-
→ Triple Geyser	Standing/Nation		18	18	0	4	0	-
High-Angle Geyser (Rush)	Standing/Crouching		24	24	0	4	0	-
→ (Geyser)	Standing/Low		22	22	0	0	0	-
Buster Wolf (Rush)	Stand/Crouch	1	22	22	0	0	0	-
→(Effect)	Stand/Crouch		24	24	0	0	0	-
Rising Beat (First Level)	Stand/Crouch	1	16	16	0	0	0	-
(Rapid Press)	Stand/Crouch	8	5	5	0	0	0	-
→(finish)	Stand/Crouch		23	23	0	0	0	-

●Notes

※Can be canceled into by special moves other than 1 Round Wave and Power Wave

※2: Only the first hit is SC

Shiranui Mai

●Normal Moves

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crash	Gauge	Cancel
Close Standing A	Stand/Crouch		[illegible]	6	5	5	6	Special Included
Far Standing A	Stand/Crouch	1	7	9	7	7	6	-
Crouching A	Stand/Crouch	1	5	6	5	5	6	Luck必 Special
Jump A	Stand	1	6	7	6	6	6	
Forward Jump A	Stand		6	7	6	6	6	
Back Jump A	Stand		6	7	6	6	6	
Close Standing B	Stand	1	5	6	5	5	6 連/special/forced	
Far Standing B	Stand/Crouch		[illegible]	7	6	6	6	
Crouching B			5	6	5	5	6	連
Jump B	Stand 1		6	7	6	6	6	-
Forward Jump B	Stand 1		[illegible]	7	6	6	6	-
Back Jump B	Stand	1	6	7	6	6	6	-

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crash	Gauge	Cancel
Close Standing C	Stand/Crouch	1	19	28	18	16	12	Special/Super
	Stand/Crouch	1	19	28	18	16	12	Special/Super
Standing C	Stand/Crouch	1	19	28	18	16	12	-
			19	28	18	16	12	
Crouching C	Stand/Crouch	1	19	28	18	16	12	Special/Super
Jump C	Stand		19	28	18	16	12	-
Forward Jump C	Stand		19	28	18	16	12	Special
back jump C	stand	1	19	28	18	16	12	
close standing D	stand/crouch		19	28	18	16	12	Special/Super
far standing D	stand/crouch		20	29	20	16	12	
crouch D	Crouching	1	20	29	20	16	12	特/Special
downward jump D	stand		19	28	18	16	12	Special
forward jump D		1	19	28	18	16	12	
back jump D	stand	1	19	28	18	16	12	
GC attack	stand/crouch	1	0	0	0	0	-	

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Dance of the Black Swallow	立	1	19	22	9	9	8	-
Black Swallow Dance (cancel version)	Stand/Crouch	1	11	13	6	6	4	必
Crane Dance	※1	(Half)	14	16	9	9	8	-
Crane Dance (cancel version)		(Half)	10	13	6	6	4	※2
Large Wheel Windmill Drop	Stand/Crouch	1	18	25	30	17	8	必
Floating Feather ※3	Standing	1	18	25	17	17	8	-
Yamazakura 3		1	18	25	17	17	8	-

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Shiranui Gōrin (AB throw)	投	1	24	24	0	0	0	-
Windmill Crusher (CD throw)	投	1	24	24	0	0	0	-
	投	1	20	20	0	0	0	-

▶Special Move

Move Name	Guard Step	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Dragon Flame Dance (Weak)	Standing/Crouching	1	20	24	17	17	12/8	◎
Dragon Flame Dance (Strong)	Standing/Crouching	2(Half)	18	22	13	13	12/4	◎/※4
Sayoya Chidori	Standing/Crouching	1	18	22	11	11	12/4	2
Flower-Butterfly Fan	Standing/Crouching	1	16	20	11	11	8/4	◎
Shirasagi no Mai (weak)	Standing/Crouching	3 (Half)	13	16	9	9	0/4	2
Hakuchō no Mai (strong)	Standing/Crouching		13	16	9	9	0/4	2
Kōhō's 舞	Standing/Crouching	1	16	20	11	11	12/8	-
→Additional Attack	Standing/Crouching	2 (Half)	11	13	9	9	8/4	※4
Special Shinobi (weak)	Stand/Crouch	2 (Half)	17	20	9	9	12/8	◎
Special Shinobibachi (strong)	Stand/Crouch	1	26	29	30	20	12/12	◎
Musasabi Dance (Ground)		1	22	26	17	17	12/8	-
Floating Feather	※5	1	20	24	17	17	12/8	-
Yamazakura (Yamazakura)		1	20	24	17	17	12/8	-
Peach Blossom Bird Pebble	投	1	32	32	0	0	0/12	-
Musasabi Dance (Air)		1	22	26	17	17	12/8	-

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Waterfowl Dance	Standing/Crouching	8	21	24	0	4	0	-
Phoenix Dance (Weak)	Standing/Crouching	7 (half)	31	36	0	0	0	-
Phoenix Dance (Strong)	Stand/Crouch	10 (half)	31	36	0	0	0	-
Super Fatal Bee	Stand/Crouch	12 (half)	59	63	0	0	0	-

●Notes

※1: First hit is crouching, second hit is standing/crouching

※2 Only required for

※3 When performed from a cancel it is treated as a special m

※4: Only the first hit is SC

※5: Weak is standing, strong is st

Kim

●Normal Moves

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch		5	6	5	5	6	Special/Super
	Standing/Crouching		6	7	6	6	6	-
crouching A	Stand / Tail		5	6	5	5	6	Special/Super
Jump A	立	1	6	7	6	6	6	Special Connect
Forward Jump A		1	6	7	6	6	6	
		1	6	7	6	6	6	
Close Standing B	Stand / 2 (half)		3	5	3	3	6	特
Far Standing B	Stand/Crouch		7	8	7	7	6	-
	Crouch	1	5	6	5	5	6	Special Connect
Jump B	Standing	1	7	8	7	7	6	
Forward Jump B	Standing	1	7	8	7	7	6	
Back Jump B	Stand	1	7	8	7	7	6	

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Stand / 2 (half)		12	16	11	11	12	※1
Far Standing C	Stand/Crouch			29	20	16	12	-
Crouching C	Stand/Crouch		17	18	16	16	12	特
Jump C	Standing	1	21	29	20	16	12	- Special
Forward Jump C		1	21	29	20	16	12	-
Back Jump C		1	21	29	20	16	12	-
Close Standing D	Standing Crouch / 2 (half)		12	16	11	16	12	特
Far Standing D	Stand / 2 (half)		14	17	14	16	12	-
Crouching D		1	21	29	20	16	12	Special/Super
Jump D	Stand	1	21	29	20	16	12	-
Forward Jump D		1	21	29	20	16	12	-
Back Jump D		1	21	29	20	16	12	-
GC Attack	Stand/Crouch		0	0	0	-	-	

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Neri Chagi	Stand	1	13	18	13	11	8	-
Neri Chagi (Cancel Version)	Stand/Crouch	2 (Half)	10	13	10	7	4	必

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Neck Choke Drop (AB Throw)	投	1	24	24	0	0	0	-
Killing Leg Throw (CD Throw)	投	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Soaring Kick	Stand/Crouch	1	11	14	10	10	12/0	-
Dominance Kick (Weak)	屈	1	12	16	0	10	12/8	※2
Leg (Strong)	Crouch	1	24	29	16	20	12/12	-
Half Moon (Weak)	Stand/Crouch	1	22	24	16	16	12/8	◎/SC
Half Moon New (Strong)	Stand/Crouch	3 (Half)	13	18	11	11	12/4	◎
Flying Swallow (Weak)	Stand/Crouch	1	22	26		11	12/8	◎
Flying Swallow (Strong)	Stand/Crouch	2 (Half)	13	18	10	10	12/4	◎/※3
→ Additional Attack	Stand	1	10	13	7	7	0/4	-
Three-Hit Combo (1st hit)	Stand/Crouch	1	10	12	4	4	4/8	◎
→ (second hit)	Stand/Crouch	1	10	12	4	4	0/8	-
→ (3rd hit · Weak)	※4	2 (Half)	14	18	4	8	0/8	※5
→ (3rd hit · Strong)	Stand/Crouch	2 (Half)	14	18	4	8	0/8	※5
→ Triple Sky Strike (2nd hit)	Stand/Crouch		11	13	4	4	0/8	※6
↓ (3rd hit)	Stand	1	18	20	14	8	0/8	-

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Hōō Leg (Activation)	Stand/Crouch	1	0	0	0	0	0	-
→(rapidly press)	-	7 (half)	3	3	0	0	0	-
→(finish)	-	2	25	25	0	0	0	-
"Phoenix Flying Kick"	Stand/Crouch	1	32	36	0	16	0	-
"Kick (EXCEED version · Activation)"	Stand/Crouch	1	0	0	0	0	0	-
"→ (EXCEED version · Rapid Press)"	-	12 (half)	3	3	0	0	0	-
→ (EXCEED version · Finish)	-	5	24	24	0	0	0	-

●Notes

※1: Only the 2nd hit is Special/Guard-Break

※2: Guard Cancel (GC) only with Phoenix Kick

※4: 1st stage is standing / crouching → standing, 2nd stage is standing

※5: Only the 2nd stage can be Shadow Cancel (SC)

※6 SC only when the attack hit at the very end of its hitbox

Choi Bounge

●Normal Moves

Move Name	Guard	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Star		5	6	5	5	6	Chain/Special/Super
Far Standing A	Stand/Crouch		6	7	6	6	6	/Special/Must
Crouch A	Stand/Crouch		5	6	5	5	6	Chain/Special/Super
Jump A		1	6	7	6	6	6	-
Forward Jump A	Stand	1	6	7	6	6	6	-
Back Jump A		1	6	7	6	6	6	-
Close Standing B	Stand/Crouch		5	6	5	5	6	Continuous Special
Far Standing B	Stand/	1	8	10	8	8	6	-
Crouching B		1	5	6	5	5	6	Connect
Jump B	Stand	1	6	7	6	6	6	
Forward Jump B		1	6	7	6	6	6	
Back Jump B		1	6	7	6	6	6	

Move Name	Guard Stage	Hit Count	Damage	Counter	Stun	Crash	Gauge	Cancel
Close Standing C		1	17	27	17	16	12	Must
Far Standing C	Standing/Crouching	1	17	27	17	16	12	-
Crouching C	Standing/Crouching	1	17	27	17	16	12	特 Special
Jump C	Standing	1	17	27	17	16	12	-
Forward Jump C	Standing	2 (half)	12	18	12	12	12	
Back Jump C	Stand	2 (Half)	12	18	12	12	12	
Close Standing D	Standing/Crouching	1	17	27	17	16	12	Special
Far Standing D	Standing/	1	17	27	17	16	12	
Crouching D	Crouching		20	28	20	16	12	-
Jump D	Standing	1	17	27	17	16	12	-
Forward Jump D		1	17	27	17	16	12	-
Backward Jump D	Stand	1	17	27	17	16	12	-
GC Attack	Stand/	1	0	0	0	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Random assailant kick	Stand/Crouch	1	11	13	11	11	0/8	-
Mass Murderer Kick (Cancel Version)	Stand/Crouch		7	9	7	7	0/4	-

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Head Ride Stab (AB Throw)	投	※1	3	3	0	0	0	-
Lower Blood Thrust (CD Throw)	投	1	20	20	0	0	0	-

●Special Moves

Move Name	Guard Level	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Tornado Gale	Stand/Crouch	3 (half)	11	13	8	8	8/4	◎/SC
Hishō Kūretsu Akira	Standing/Reached	(half)	11	13	8	8	12/8	2
Whirlwind Flying Ape Thrust	Stand/Crouch	4 (Half)	11	13	8	8	8/4	2
Soaring Kick	Stand/Crouch	(half)	11	13	8	8	12/0	-
Monkey (Weak)	Stand/Crouch	1	17	18	11	11	12/8	◎
Sorrowful Monkey (Strong)	Stand/Crouch	2 (half)	15	16	11	11	12/8	◎
Spinning Flight	Stand/Crouch	3 (half)	11	13	8	8	12/0	2
Surprise Flying Ape Thrust	Stand/Crouch	1	22	28	30	30	8/12	-

●Super Special Move & EXCEED

Move Name	Guard Level	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Hōō Leg (Activation)	Stand/Crouch	1	0	0	0	0	0	-
→(rapidly press)	-	11	1	1	0	0	0	-
→ (Finish)	-	2	20	20	0	0	0	-
True Super Tornado Vacuum Slash	Stand/Crouch	7 (Half)	40	48	0	8	0	-
杓死	Stand		56	64	0	16	0	-

●Notes

※18 (Decreases due to the opponent's rapid lever-twisting and button-mashing; you can prevent that decrease by

Ryo Sakazaki

●Normal Moves

Move Name	Guard	hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
Near standing A	Stand/Crouch		5	7	5	5	6	Chain/Special/Super
Far standing A	Stand/Crouch		6	8	6	6	6	Chain/Special/Super
Crouching A	Stand/Crouch		5	7	5	5	6	Chain/Special/Super
Vertical jump A	Stand	1	6	8	6	6	6	-
Forward jump A		1	6	8	6	6	6	-
Backward jump A		1	6	8	6	6	6	-
Near standing B	Stand/Crouch		5	7	5	5	6	特 Special
Far Standing B (standing/crouching)			7	8	7	7	6	-
	Crouch	1	5	7	5	5	6	Special Connect
Vertical Jump B	Stand	1	7	8	7	7	6	
Forward Jump B		1	7	8	7	7	6	
Jump B		1	7	8	7	7	6	

Move Name	Guard stage	hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
Near standing C	Stand/Crouch		22	30	21	16	12	Special/Super
Far standing C	Standing/crouching	1	22	30	21	16	12	-
Crouching C	Stand/crouch		17	18	16	16	12	特 Special
Jump C	Stand	1	22	30	21	16	12	-
Forward jump C	Stand	1	22	30	21	16	12	-
Backward jump C		1	22	30	21	16	12	-
Near standing D	Stand/Crouch		22	30	21	16	12	特
Far Standing D	Stand/	1	22	30	21	16	12	- Special
Crouching D		1	22	30	21	16	12	特
Jump R	Standing	1	22	30	21	16	12	-
Forward Jump D		1	22	30	21	16	12	-
Back Jump D		1	22	30	21	16	12	-
GC Attack	Stand/Crouch	1	0	0	0	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Ice Pillar Break		1	20	26	19	16	8	-
Icicle Break (cancel version)	Stand/Crouch	1	14	20	14	7	4	-
High Guard	-	-	-	-	-	-	0	※1
Low Guard	-	-	-	-	-	-	0	※1

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Valley Drop (AB Throw)	投	1	24	24	0	0	0	-
Tomoe Throw (CD Throw)	投	1	24	24	0	0	0	-

▶Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Tiger Radiance Fist (Weak)	Stand/Crouch	1	20	24	16	16	12/8	◎
Tiger Radiance Fist (Strong)	Stand/Crouch	1	20	24	20	20	12/8	2
虎咆(弱)	Stand/Crouch	1	20	20	11	11	12/6	◎/SC
Tiger (Strong)	Stand/Crouch	2	16	19	11	11	12/8	◎/※2
飛燕疾風脚(弱)	Stand/Crouch		15	18	12	12	12/4	◎
Flying Gale (Strong)	Stand/Crouch	2 (半)	16	20	11	11	12/4	2
Raging Fist (Activation)	Stand/Crouch	1	0	0	0	0	16/0	-
→(rapidly press)	-	11	1	1	0	0	0	-
→ (Finish)	-	1	16	16	0	0	0	-
Thunder God (Weak)	Stand	1	24	28	22	22	12/8	◎
Thor (Strong)	Stand	1	26	30	24	24	12/12	◎
Tiger Gale	Stand/Crouch	2 (Half)	14	17	0	7	8/4	◎/SC

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Overlord Soaring Roar Fist	Stand/Crouch	1	54	59	8	8	0	-
Dragon-Tiger Frenzy (Activation)	Stand/Crouch	1	0	0	8	8	0	-
→(rapidly press)	-	12	1	1	0	0	0	-
→(finish)	-	2 (Half)	29	29	0	0	0	-
Heaven-Earth Dominant Radiant Fist	Stand/Crouch	1	50	59	240	40	0	-

●Notes

※1: Required only when receiving the opponent's attack

※2: Only the first hit is SC

Todō Kasumi

●Normal Moves

Move Name	Guard	hit count	Damage	Counter	Stun	Crash	Gauge	Cancel
Close Standing A	Standing/Crouching	1	5	6	5	5	6	Chain/Special/Super
Far Standing A	Stand/Crouch		6	7	6	6	6	-
crouching A	Stand/Crouch		5	6	5	5	6	Chain/Special/Super
Heavy Jump A	立	1	6	7	6	6	6	-
Forward Jump A (standing)			6	7	6	6	6	-
Back Jump A	Stand	1	6	7	6	6	6	-
Close Standing B	Stand/Crouch		5	6	5	5	6	特 Special
Standing B	Stand/Crouch			8	7	7	6	Connect
Crouching B		1	5	6	5	5	6	
Jump B	Stand	1	7	8	7	7	6	
Forward Jump B		1	7	8	7	7	6	
Jump B		1	7	8	7	7	6	

Move Name	Guard	hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Stand/Crouch		20	28	19	16	12	特 Special
Far Standing C	Stand/Wait		20	28	19	16	12	特
Crouching C	Stand/Crouch		17	18	16	16	12	特
Jumping C	Stand	1	20	28	19	16	12	-
Forward Jump C		1	20	28	19	16	12	-
Backward Jump C		1	20	28	19	16	12	-
Close Standing D	Stand/Crouch		20	28	19	16	12	特 Special
Standing D	Stand/Extend		20	30	21	16	12	-
Crouching D		1	20	28	19	16	12	特
Jumping D		1	20	28	19	16	12	必
Forward Jump D	Stand	1	20	28	19	16	12	必
Backward Jump D			20	28	19	16	12	必
GC Attack	Stand/Crouch		0	0	0	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Elbow Pad	※1	2 (Half)	14	18	14	11	8	-
Elbow Pad (Cancel Version)	Stand/Crouch	2 (Half)	11	13	11	7	4	Special

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Winding Throw (AB Throw)	投	1	24	24	0	0	0	-
Aiki Throw (CD Throw)	投	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Overlapping Hit (Weak)	Stand/Crouch	1	22	26	13	13	12/8	-
Overlapping Hit (Strong)	Stand/Crouch	1	22	26	16	16	12/8	-
Momoka Shirayama	Stand/Crouch	2 (Half)	16	20	14	14	12/8	SC
"Self-Destructive No-Throw-	-	1	30	30	0	0	4/16 ※2	2
Killing Palm Shade"	-	1	34	34	0	0	4/16 ※2	2
Half-body / Multiple Hand Reversal		1	34	34	0	0	4/16 ※2	◎
Electric Roll Spear Strike	G Not	4 (Half)	11	13	0	0	12/4	◎/SC
Flowing Strike (First Hit)	Stand/Crouch	1	10	12	8	4	4/4	2
(2nd hit)	Stand/Crouch	1	10	12	9	2	4/8	-
(3rd hit)	Stand/Crouch	1	14	16	11	2	4/8	-

●Super Special Move & EXCEED

Move Name	Guard level	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Super Stacked Hit (Light)	Standing/Crouching	(Half)	36	45	0	4	0	-
Super Stacked Hit (Heavy)	Standing/Crouching	(Half)	36	45	0	4	0	-
Shiranui	Throw	1	72	72	0	0	0	-
[Mind's Eye · Kuzu Drop]	-	2	75	75	0	0	0	-

●Notes

*1 First hit is standing/crouching, second hit is standing

*2 Increases when a counter hit succeeds

Mr. Karate

●Normal Moves

Move Name	Guard level	Hit count	Damage	Counter	Stun	Crush	gauge	Cancel
Close standing A	Stand/Crouch		8	9	8	8		Combo/Special/Super
Far standing A	Standing/Crouching		9	10	9	9	6	Combo
Crouching A	Standing/Crouching		8	10	8	8	6	Combo/Special/Guard cancel
Low jump A	Standing		9	10	9	9	6	-
Forward jump A	Standing	1	9	10	9	9	6	-
Back Jump A	Standing	1	9	10	9	9	6	-
Near standing B	Stand/Crouch	1	8	9	8	8	6	Chain/Special/Super
Far standing B	Stand/Crouch	1		10	9	9	6	Connect
Crouching B	Crouch		8	9	8	8	6	Chain/Special/Super
Jump B	Standing	1	9	10	9	9	6	
Forward jump B	Stand	1	9	10	9	9	6	
後 Jump B		1	9	10	9	9	6	-

Move Name	Guard	hit count	Damage	Counter	Stun	Crush	gauge	Cancel
Near standing C	Stand/Crouch	1	18	28	17	16	12	特 Required
Far standing C	Stand/Crouch	1	18	28	17	16	12	-
Crouching C	Stand/Crouch	1	17	18	16	16	12	特 Special
Jump C	Stand	1	18	28	17	16	12	-
Forward jump C	Stand	1	18	28	17	16	12	-
Back jump C	Stand		18	28	17	16	12	-
Near standing D	Stand/Crouch	1	18	28	17	16	12	-
Far Standing D	Stand	1	18	28	17	16	12	-
Crouching D	Crouching	1	20	30	17	16	12	特 Special
Jumping Forward			18	28	17	16	12	-
Forward Jump D	Standing	1	18	28	17	16	12	-
Back Jump D	Standing	1	18	28	17	16	12	-
GC Attack	Standing/Crouching	1	0	0	10	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Oni Cart	Stand/Crouch	1	20	24	16	11	8	Special
Oni Wheel (cancel version)	Stand/Crouch	1	11	16	11	7	4	
Rook Drop	Stand/Crouch	1	24	30	20	16	12	
Tile Break	Stand	1	18	22	16	11	8	※1
Tile Break (cancel version)	Stand/Crouch	1	11	16	11	7	4	Special

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Ogoshi (A+B throw)	投	3	7	7	0	0	0	-
Ippon Seoi-nage (C+D throw)	投	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Goujue	Crash	Gauge	Cancel
Torakōgaku	Stand/Crouch	1	16	20	11	11	12/8	㊙
Tiger Roar (Weak)	Stand/Crouch	1	20	29	11	11	12/8	㊙
Tiger Roar (Strong)	Stand/Crouch	1	20	29	12	12	12/8	㊙
Fierce Tiger Buraiiwa	Stand/Crouch	1	32	36	20	20	12/8	㊙/SC
Flying Swallow Gale Kick (Weak)	Stand/Crouch	1	22	26	11	11	12/8	㊙
Flying Swallow Gale Kick (Strong)	Stand/Crouch	2	12	14	0	0	12/4	※2
Soaring Frenzy Kick (Rapid)	投	6	1	1	0	0	16/0	※2
→ (Finish)	-	1	18	18	0	0	0	-
Zanretsuken (Activate)	Stand/Crouch	1	0	0	0	0	16/0	-
→ (Repeated Press)	-	11	1	1	0	0	0	-
→ (Finish)	-	1	14	14	0	0	0	-

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Knockout	Crash	Gauge	Cancel
Overlord Supreme Fist	Stand/Crouch	1	54	59	8	16	0	-
Ultimate Tiger (Ground)	Stand/Crouch	2 (Half)	31	34	0	0	0	-
→ (Ascend)	Stand/Crouch		14	16	0	0	0	-
Super Overlord Supreme Fist	Stand/Crouch	3 (half)	46	52	0	20	0	-

●Notes

※1: Can only be canceled into by a Super Special Move

Earthquake

●Normal Moves

Move Name	Guard	hit	Damage	Counter	Stun	Crush	gauge	Cancel
Near standing A	Stand	1	7	8	7	7	6	Link/Required
Far standing A	Stand/Crouch		8	9	8	8	6	Link/Required
Crouching A	Crouching	1	7	8	7	7	6	Link/Required
Vertical jump A		1	8	9	8	8	6	-
Forward jump A		1	8	9	8	8	6	-
Back jump A	Standing	1	8	9	8	8	6	-
Near standing B	Standing/Crouching	1	7	8	7	7	6	Connectivity
Far Standing B	Stand/Extend		8	9	8	8	6	
Crouching B	Stand/Crouch		7	8	7	7	6	
Falling Jump B	Stand	1	8	9	8	8	6	
Forward Jump B		1	8	9	8	8	6	
後 Jump B		1	8	9	8	8	6	

Move Name	Guard	Hits	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Standing/Crouching		23	31	22	16	12	Required
Far Standing C	Standing/Crouching	1	26	34	25	20	12	-
Crouching C	Standing/Crouching		23	31	22	16	12	必
Jump C	Standing		23	31	22	16	12	-
Forward Jump C		1	23	31	22	16	12	-
後 Jump C	Standing		23	31	22	16	12	-
Close Standing D	Standing/Crouching		23	31	22	16	12	Special
Standing D	Stand/Crouch		23	31	22	16	12	
Crouching D	Crouching	1	23	31	22	16	12	
Jump D	Standing	1	23	31	22	16	12	-
Forward Jump D	Standing	1	23	31	22	16	12	-
後 Jump D	Standing		23	31	22	16	12	-
GC Attack	Stand/Crouch			0	0	0	-	-

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Ki拾	Crash	Gauge	Cancel
Go to Heaven (A+B throw)	投	1	24	24	0	0	0	-
Fat Buster (C+D throw)	投	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Fat Chainsaw (弱)	Stand/Crouch	1	24	28	12	12	12/0	※2
Fat Chainsaw (Strong)	Stand/Crouch	1	24	28	13	13	12/0	※2
Fat Bound	Stand/Crouch	1	24	28	16	16	8/4	-
Fat Fake	-	-	-	-	-	-	0	※2
Fat Replica Attack	Stand/Crouch	1	29	36	16	16	12/8	※2
Chainsaw Dive	Stand/Crouch	3 (Half)	18	24	11	11	12/0	-
Fat Burst (Weak)	Standing/Crouching		22	26	10	10	12/8	㊙
Fat Burst (Strong)	Standing/Crouching		22	26	11	11	12/8	wa
Fat Breath	Standing/Crouching	1 (half)	24	27	16	16	12/0	㊙

● Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Earth Goddam 2003	Stand/Crouch	10 (half)	34	40	0	8	0	-
Fat Guilty (Activation)	Stand	1	0	0	0	0	0	-
→ (Explosion)		1	72	72	0	0	0	-
Fat Carnival (Activate)	Stand/Crouch	1	0	0	0	0	0	-
→(rapidly press)	-	6 (half)	24	24	0	0	0	-
→(finish)	-	1	91	91	0	0	0	-

Gagami Genjurō

●Normal Moves

Move Name	Guard stages	hit count	Damage	Counter	Stun	Crush	gauge	Cancel
Close Standing A	Standing/Crouching		5	6	5	5	6	連/special/forced
Far standing A	Stand/	1	6	7	6	6	6	-
Crouching A	Stand/	1	5	6	5	5	6	Link/Required
Jump A	Stand	1	6	7	6	6	6	-
Forward Jump A (standing)			6	7	6	6	6	-
後 Jump A		1	6	7	6	6	6	-
Near-stand B	Stand/Crouch			12	9	11	6	Special
遠 Standing B	Stand/Crouch	1	12	13	10	12	6	
Crouching B	屈	1	11	12	9	11	6	
Heavy jump B	Stand	1	12	13	10	12	6	-
Forward jump B	Stand		12	13	10	12	6	-
後 Jump B		1	12	13	10	12	6	-

Move Name	Guard stages	hit count	Damage	Counter	Stun	Crush	gauge	Cancel
Close standing C	Stand	2 (half)	14	18	14	14	12	※1
Far standing C	Stand/Crouch	1	40	50	36	32	12	-
Crouching C	Standing/Nations	1	40	50	36	32	12	-
Jump C	Stand	1	22	30	22	16	12	-
Forward Jump C	Stand	1	22	30	22	16	12	-
Back Jump C	Standing	1	22	30	22	16	12	-
Close Standing D	Stand/Crouch	3 (half)	13		10	10	12	※2
Far Standing D	Stand/Crouch	3 (half)	13		10	10	12	-
Crouching D	Standing/Crouched	1	18	27	17	16	12	-
Low jump forward	Standing		18	27	16	16	12	-
Forward jump D	Standing	1	18	27	16	16	12	-
後 Jump D	Standing	1	18	27	16	16	12	-
GC Attack	Standing/Crouched	1	0	0	0	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Headwind	Stand/Crouch	1	20	24	11	11	8	必 Special
Hem brush	Crouch	1	20	24	20	11	8	

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crush	Gauge	Cancel
Thrust Throw (A/B Throw)	投	1	24	24	0	0	0	-
Foot Sekiho Throw (C/D Throw)	投	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Level	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Sakurasō Slash (Weak)	Stand/Crouch	1	18	22	11	11	12/6	-
Sakurasō (Strong)	Stand/Crouch	1	18	22	11	11	12/8	-
Toukoujin (Weak)	Stand/Crouch	2 (half)	17	21	11	11	12/8	※2
Touha Koyokujin (Strong)	Stand/Crouch	(Half)	19	23	11	11	12/8	㊙
Hyakki Satsu (Activated)	Stand/Crouch	1	0	0	0	0	12/4	㊙
→(rapidly press)	-	3	13	13	0	0	0	-
Moonflower Slash	G Not	4 (half)	12	14	0	0	12/4	-
Triple Kill (1st Hit)	Stand/Crouch		12	16	11	11	8/8	※2
→(second hit)	Stand/	1	12	16	11	11	0/8	-
→(3rd hit)	Stand/Crouch	1	18	22	16	16	0/8	-
Gashin Totsu	G Not	1	32	36	30	30	12/12	㊙

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Gokō (A	Stand/Crouch	1	0	0	0	0	0	-
→ (Rapid Press)	-	5	13	13	0	0	0	-
Rage Explosion	Stand/Crouch	1	32	36	0	0	0	-
Ichi-Ichi Flash	Stand/Crouch	1	112	120	0	0	0	-

●Notes

※1: Only the first hit is mandatory
※2: Only the second hit is mandatory

Colo

●Normal moves

Move name	Guard	hit	Damage	Counter	Stun	Crush	gauge	Cancel
Close Standing A	Standing/Crouching		4	5	14	4	6	hits / required
Far Standing A	Standing/Crouching		5	6	15	5	6	必
Crouching A	Stand/crouch		4	5	4	4	6	Link/Required
Jump A	Stand	1	5	6	5	5	6	-
Forward Jump A	Stand	1	5	6	5	5	6	-
後 Jump A		1	5	6	5	5	6	-
Close standing B	Stand/Crouch		5	6	5	5	6	Link/Required
Far standing B	Stand/Crouch		6	7	6	6	6	-
Crouching B	Standing/Crouching		5	6	15	5	6	必
Jump B	Standing	1	6	7	6	6	6	-
Forward jump B	Standing	1	6	7	6	6	6	-
Backward jump B	Standing	1	6	7	6	6	6	-

Move Name	Guard	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Standing Crouch	2 (half)	11	18	11	11	12	※1
Standing C	Stand/Crouch		25	33	25	20	12	-
Crouching C	Crouch	1	20	30	20	16	12	-
Jump C		1	20	30	20	16	12	必
Forward Jump C		1	20	30	20	16	12	必
後 Jump C		1	20	30	20	16	12	必
Close Standing D		1	20	30	20	16	12	-
Standing D	Stand/Crouch		20	30	20	16	12	-
Crouching D	Stand/Crouch		20	30	20	16	12	必
Jump D	Stand	1	20	30	20	16	12	Special
Forward Jump D		1	20	30	20	16	12	
後 Jump D		1	20	30	20	16	12	
GC Attack	Stand/Crouch			0	0	0	-	

■Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
None (A/B throw)	投	1	24	24	0	0	0	-
Void (C/D throw)	投	1	24	24	0	0	0	-

▶Speci

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	気絶	Crash	Gauge	Cancel
Ren'ne Slash·	Stand/Crouch	5 (half)	16	20	13	4	0/4	※2
Ren'ne Slash Rebirth	Stand/Crouch	4 (half)	13	16	13	4	0/4	-
Mumyō	投	1	36	36	0	0	0/12	-
Tenrin (Weak)	Stand/Crouch	1	20	22	11	11	12/8	㊙
Tenrin (Strong)	Standing/Crouching	2 (Half)	18	20	11	11	12/8	㊙
Tenrin (Air)	Standing/Crouching	4 (half)	16	18	8	12	12/4	-
"Rufuri"	Crouch	1	20	24	11	11	12/8	㊙/SC
雫狩	Stand	1	16	20	8	13	8/4	-
Grass (Weak)	Stand/Crouch	1	22	25	22	22	12/8	㊙
Grass (Strong)		1	24	25	22	22	12/8	㊙
Advent	Stand/Crouch	1	20	26	8	13	12/8	㊙
Setsuna		-	-	-	-	-	0/0	※2

● Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Tenma Hazyun (Activation)	Stand/Crouch	1	0	0	0	0	0	-
→ (Rapid Press)	-	11	3	3	0	0	0	-
→ (Finish)	-	3 (half)	27	27	0	0	0	-
Shiki (Activation	Stand/Crouch	1	0	0	0	0	0	-
→ (Attack)	-	6	17	17	0	0	0	-

●Notes

※1: The first hit is mandatory; the second hit can only be canceled into a super move
※2: The first hit is mandatory; hits 2–4 can only be canceled into a super move
※3: Restores 32 of the user's health

Ge-Nitz

●Normal Moves

Move Name	Guard	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch		5	6	5	5	6	Link/Required
Close Standing A	Standing/Crouching		6	7	6	6	6	-
crouching A	Stand/Crouch		5	6	5	5	6	Link/Required
Heavy Jump A		1	6	7	6	6	6	-
Forward Jump A		1	6	7	6	6	6	-
Back Jump A		1	6	7	6	6	6	-
Close Standing B	Stand/Crouch		5	6	5	5	6	Link/Required
Far Standing B	Stand/Crouch		6	7	6	6	6	Connect
Crouching B		1	5	6	5	5	6	
Jump B		1	6	7	6	6	6	
Forward Jump B		1	6	7	6	6	6	
		1	6	7	6	6	6	

Move Name	Guard	Step Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Standing/Crouching 11930191612							Special
Far Standing C	119 Standing/Crouching 2(half)1116111012							
Crouching C	Standing/Crouching 117 18161612							
Vertical jump C		1	19	30	19	16	12	-
Forward jump C		1	19	30	19	16	12	-
Back jump C		1	19	30	19	16	12	-
Close standing D	Stand/Crouch		19	30	19	16	12	必
Far st	Stand/Crouch		19	30	19	16	12	-
andi		1	19	30	19	16	12	-
ng D C		1	19	30	19	16	12	-
rouchin	2 (half)		10	15	10	10	12	-
g D	Stand 2 (half)		10	15	10	10	12	-

ump D Forward jump D Jump D Forward jump D GC attack | Standing/Crouching

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Meifu's Gate (A/B Throw)	投	1	24	24	0	0	0	-
Soukatsusatsu (CD throw)	投	7	3	3	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
"Yonokaze (A or B)"	Stand/Crouch	1	16	20	0	4	12/8	必
Yonokaze (C or D)	Stand/Crouch	1	17	21	0	4	12/8	必
Shin Aoi Hana Seiran (first hit)	Stand/Crouch	1	11	13	0	4	4/8	2
(2nd hit)	Stand/Crouch	1	11	13	0	4	0/8	2
(3rd hit)	Stand/Crouch	1	14	16	10	8	0/8	2
Wan Hyouto Kobuse	Stand/Crouch	5(半)	14	16	6	6	12/0	2
wanhyoumametsu	Stand/Crouch	4(half)	16	18	6	6	12/0	必
hyouga	-	-	-	-	-	-	0	2

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Fujin Ibuki (Repeated Press)	Stand/Crouch		18	22	0	0	0	-
(Tornado)	Stand/Crouch		22	24	0	0	0	-
Yamidoukoku	投	1	72	72	0	0	0	-
Shinya Otome Jissōkoku (Activation)	※1	1	0	0	0	0	0	-
→(rapidly press)	-	11	6	6	0	0	0	-
(Finish)	-	6	14	14	0	0	0	-

●Notes

Note 1: Weak = standing/crouching, Strong = standing

Geese Howard

●Normal moves

Move name	guard	hit count	damage	counter	stun	crush	gauge	cancel
close standing A	Stand/Crouch		5	6	5	5	6	Chain/Special/Overdrive
far standing A	Standing/crouching	1	6	7	6	6	6	連
crouching A	Stand/Crouch		5	6	5	5	6	Link/Required
heavy jump A		1	6	7	6	6	6	
forward jump A		1	6	7	6	6	6	
		1	6	7	6	6	6	
Close Standing B	Stand/Crouch		5	6	5	5	6	Chain/Special/Super
Far Standing B	Stand/Crouch		6	7	6	6	6	Special
Crouching B			5	6	5	5	6	
Neutral jump B		1	6	7	6	6	6	
Forward jump B		1	6	7	6	6	6	
Back jump B		1	6	7	6	6	6	-

Move Name	guard stage	hit count	damage	counter	stun	crush	gauge	cancel
close standing C	Standing crouch	1	16 23 1912		16			特
far standing C	Standing/Crouching	1	18	30	19	16	12	-
crouching C	Standing/Crouching	1	17	18	16	16	12	必
jump C	Standing		18	30	19	16	12	必
Forward Jump C	Standing 4(half)		13	9	9	12		必
jump C	Stand 4(half)		13	9	9	12		必
close Standing D	Stand / 2 (half)		16	11	11	12		※1
Far Standing D	Stand/1		18	30	19	16	12	-
Crouching D		1	18	30	19	16	12	必
Jump forward		1	18	30	19	16	12	
Forward jump D		1	18	30	19	16	12	
Back jump D		1	18	30	19	16	12	Special
GC Attack	Stand/Crouch		0	0	0	0	-	-

| Standing/Crouching

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Fudou Kassatsu Fist	Standing/Crouching	1	14	20	18	16	8	Special②
Raikou Mawashi Kick	Standing/Crouching	1	12	18	16	11	8	

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Torakatsu (AB throw)	Throw	1	24	24	0	0	0	-
Vacuum Throw (CD throw)		1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Reppūken (Gale Fist)	Stand/Crouch	1	16	20	11	11	12/8	-
Gale Fist (Canceled Version)	Stand/Crouch	1	12	16	11	11	12/8	必
Double Raging Wind Fist	Stand/Crouch	2 (Half)	16	20	10	10	12/4	-
Double Raging Wind Fist (Cancelable Version)	Stand/Crouch	2 (Half)	12	16	10	10	12/4	-
Swift Wind Fist	Stand/Crouch	1	18	22	10	10	12/8	必
Soaring Sun Wheel New	Stand/Crouch	2 (half)	16	20	11	11	12/4	2
Evil Shadow Fist	Stand/Crouch		15	20	10	10	8/4	必
Upper-body counter throw	-	1	30	30	0	0	4/16 ※2	-
Middle-body counter throw	-	1	34	34	0	0	4/16 ※2	-
Low-body counter strike	-	2	18	18	0	0	4/16 ※2	-
Thunderwave Throw	-	1	13	13	11	11	12/0	-

●Super Special Move & EXCEED

Move Name	Guard Level	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Raging Storm	Stand/Crouch	5(half)	40	46	0	4	0	-
"Rashomon	投	1	72	72	0	0	0	-
Deadly Reive (first hit)	Stand/Crouch	1	20	20	0	0	0	-
→(rapidly press)	Stand/Crouch	8	5	5	0	0	0	-
→(finish)	Stand/Crouch	4(half)	40	40	0	0	0	-

●Notes

Only required on the 11th hit

Note 2: Increases upon successful counter

Mars People

●Normal Moves

Move Name	Guard stages/hit count		Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch	7	8	7	7	6		Chain/Special/Super
Far-standing A	Standing/Crouching 18			8	6			特 Super
Crouching A	Stand/Crouch	7	8	7	7	6		Chain/Special/Super
Jump A		1	8	9	8	8	6	-
Forward Jump A		1	8	9	8	8	6	-
Jump A	Standing	18	9	8	8	6		-
Close Standing B		1	7	8	7	7	6	Chain/Special/Super
Far Standing B	Stand/Crouch		9	8	8	6		Connect
crouching B		7	8	7	7	6		Chain/Special/Super
jump B		1	8	9	8	8	6	
Forward Jump B		1	8	9	8	8	6	
Jump B		1	8	9	8	8	6	-

"Move Name	Guard	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Stand/Crouch	2 (half)	10	14	10	10	12	※1
Far Standing C	Stand/Crouch		18	30	18	16	12	-
Crouching C	Stand/Crouch	2 (half)	18	30	18	16	12	※1
Downward Jump C		1	18	30	18	16	12	-
Forward Jump C		1	18	30	18	16	12	-
Jump C		1	18	30	18	16	12	-
Close Standing D	Stand/Crouch		18	30	18	16	12	Special Super
Far Standing D	Stand/	1	18	30	18	16	12	-
Crouching D		1	18	30	18	16	12	Special/Super
jump D		3 (half)	18	30	18	16	12	-
forward jump D		1	18	30	18	16	12	-
jump D		1	18	30	18	16	12	-
GC Attack	Stand/Crouch		0	0	0	-	-	

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Slide Head	Stand/Crouch	1	24	30	20	20	8	-
Hopping Knee	Stand/Crouch	1	20	24	20	20	8	Special
Mars Slider	Crouch	1	18	22	16	16	4	

● Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Mars Hug (A+B Throw)	投	1	24	24	0	0	0	-
Million Leg Lariat (CD Throw)	投	1	24	24	0	0	0	-

▶Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Goujue	Crash	Gauge	Cancel
Mars Shot (Weak)	Stand/Crouch	1	16	20	10	10	12/8	必
Mars Shot (Strong)	Stand/Crouch	1	14	18	10	10	12/8	必
AREA801 (Weak)	Stand	1	20	24	11	16	12/8	2
AREA 801 (Strong)	Stand	2(half)	18	22	10	16	12/4	必
Plasma Spin (Weak)	Stand/Crouch	4(half)	13	14	8	8	8/4	2
Plasma Spin (Strong)	Stand/Crouch	6(half)	13	14	8	8	8/4	2
Plasma Abduction	投	1	36	36	20	20	0/12	-
Roswell Punish	Stand/Crouch	1	30	36	16	16	12/8	必

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Not Independence	G Not	1	46	50	0	0	0	-
MP12	Stand/Crouch	※2	8	8	4	4	0	-
Tunguska Incident (UFO Fall)	Stand	3 (Half)	40	46	0	8	0	-
→(Explosion)	Stand	1	64	72	0	8	0	-

●Notes

※1: Only the 1st hit is Special/Super

※2: 4(half) ×3 sets

Tsuki no Yoru Orochi no Chiniku Rufiori

●Normal Moves

Move Name	Guard	hit count	Damage	Counter	Stun	Crush	gauge	Cancel
Near standing A	Stand/Crouch		5	6	5	8	6	Normal/Special/Super
Far standing A	Stand/Crouch		6	7	6	9	6	Normal
Crouching A	Stand/Crouch		5	6	5	8	6	Chain/Special/Super
Vertical jump A		1	6	7	5	9	6	-
Forward jump A		1	6	7	5	9	6	-
Back jump A		1	6		5	9	6	-
Near standing B		1	5	6	5	8	6	特 Special
遠立ちB	Stand/Crouch		7	8	7	9	6	-
Crouching B		1	5	6	5	8	6	Chain/Special/Super
Jump B		1	7	8	7	9	6	-
forward jump B		1	7	8	7	9	6	-
back jump B		1	7	8	7	9	6	-

Move Name	Guard stages/hit count		Damage	Counter	Stun	Crush	gauge	Cancel
Close Standing C	Stand/Crouch		17	25	17	16	12	特
Far Standing C	Stand/Crouch		17	25	17	16	12	※
Crouching C	Stand/Crouch		16	17	16	16	12	特
Jump C		1	17	25	17	16	12	-
Forward Jump C		1	17	25	17	16	12	-
back jump C		1	17	25	17	16	12	-
near standing D	Stand/Crouch		17	25	17	16	12	-
far standing D	Stand/	1	17	25	17	16	12	-
crouching D		1	17	25	17	16	12	-
vertical jump low		1	17	25	17	16	12	-
forward jump D		1	17	25	17	16	12	-
back jump D		1	17	25	17	16	12	-
GC attack	Standing/Crouching		0	0	10	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Ki Gauge	Crash	Gauge	Cancel
Gaishiki: Dream Bullet	Stand/Crouch	2(half)	16	20	16	12	8	Special
Gai-style: Dream Bullet (Cancel Version)	Stand/Crouch	2(half)	10	13	10	8	4	
Gai-style: Roar "Death God"	※2	2(half)	14	18	14	12	8	
Gai-style: Yin "Death God" (Cancel Version)	Stand/Crouch	2(half)	10	13	10	8	4	※3
Gai-style: Lily Break	Stand/Crouch	1	10	14	10	8	8	-

● Normal Throw

Move Name	Guard Setup	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Pestle (AB Throw)	投	1	20	20	0	0	0	-
Reverse-Reverse Flay (C+D Throw)	投	1	20	20	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Hyakushiki Yaki (Weak)	Stand/Crouch	1	18	20	8	8	12/6	2
Hyakushiki Oni-Yaki (Strong)	Stand/	3(half)	16	20	8	8	12/8	必
Hyaku-hasshiki: Dark Purge	Stand/Crouch	1	14	20	8	8	12/8	必
Type 127: Hana (First Hit)	Stand/Crouch	1	8	13	8	0	4/8	必
↓(second hit)	Stand/Crouch	1	8	13	8	0	0/8	-
↓(3rd hit)	Stand	1	13	16	13	0	0/8	-
Type 212: Moon Shadow (Rush)	Stand/Crouch	1	11	11	0	0	12/4	2
→(Grab)	Stand/Crouch	1	0	0	0	0	0/0	-
→(Explosion)	-	1	14	14	0	0	0/0	-
Scrap Wind	投	-	0	0	0	0	0/8	-

● Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Type 121 Yame (Activation)	Stand/Crouch	1	1	1	0	0	0	-
→(rapidly press)	-	8(half)	1	1	0	0	0	-
→ (Finish)	-	4	12	12	0	0	0	-
Rear Type 108 Eight Sake Cups (Flame Column)	Stand/Crouch	1	0	0	0	0	0	-
- (Restraint)	-	※4	1	1	0	0	0	-
???!	投	15	8	8	0	0	0	-

●Notes

※1: Can only be canceled by Super Special Moves

※2: First hit is standing/crouching, second hit is standing

※3: Only the second hit is required

※4: 10 (decreases due to the opponent spamming lever flicks and button presses)

(Reference Section)

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●Normal Moves

Move Name	Guard	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch		[illegible]	6	5	5	6	連
Far Standing A	Standing/Crouching	1	6	7	6	6	6	[Combo/Special/Guard cancel
Crouching A	Standing/Crouching	1	5	6	5	5	6	Chain/Special/Overdrive
Vertical Jump A	Standing	1	6	7	6	6	6	必
Forward Jump A	Standing	1	6	7	6	6	6	必
Backward Jump A	Stand		6	7	6	6	6	
Close Standing B	Stand/Crouch		5	6	5	5	6	Special/Super
Far Standing B	Stand/Wind		6	7	6	6	6	
Crouching B	Crouch		5	6	5	5	6	Chain/Special/Super
Vertical Jump B	Stand	1	6	7	6	6	6	-
Forward Jump B	Standing	1	6	7	6	6	6	-
Back Jump B	Stand	1	6	7	6	6	6	-

Move Name	Guard	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Standing/Crouching	1	21	30	21	16	12	※1
Far Standing C	Stand/Crouch	1	21	30	21	16	12	※2
Crouching C	Stand/Crouch		16	17	16	16	12	※3
Jump C	Stand	1	21	30	21	16	12	-
Forward Jump C	Stand	1	21	30	21	16	12	-
Backward Jump C	Stand	1	21	30	21	16	12	-
Close Standing D	Stand	2 (half)	[illegible]	16	11	11	12	-
Far Standing D	Stand/Crouch	1	21	30	21	16	12	-
Crouching D	Crouch	1	21	30	21	16	12	Special Super
Jump D	Stand	1	21	30	21	16	12	-
Forward Jump D	Stand	1	21	30	21	16	12	-
Back Jump D	Stand	1	21	30	21	16	12	-
GC Attack	Stand/Crouch		[illegible]	0	0	0	-	-

● Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Clavicle Break	Stand	2 (half)	13	18	13	9	8	2
Elbow Strike	Stand/Crouch		11	16	11	9	8	Special
Spinning Kick	Stand/Crouch		18	22	18	4	8	
Ankle Kick	Crouch	1	16	20	16	11	8	

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Shoulder Throw (AB Throw)	投	1	24	24	0	0	0	-
Tomoe Throw (CD Throw)	投	1	24	24	0	0	0	-

▶Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Hadou-to	Stand/Crouch	1	16	20	12	10	12/8	2
Shoryuken (Ground)	Stand/Crouch	※4	20	22	18	8	12/8	◎/SC
↓ (Ascend)	Stand/Crouch	※4	11	16	11	10	0/8	-
Dragon Tornado Kick	※5	1	20	24	20	14	12/0	2
Scorching Hadouken (Close Range)	Stand/Crouch	1	18	22	13	12	12/8	-
Scorching Hadouken (Far Range)	Stand/Crouch	1	17	21	12	10	12/8	-

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
True Vacuum Hadouken	Stand/Crouch		30	34	24	4	0	-
True Vacuum Whirlwind Kick	Stand/Crouch		30	34	24	0	0	-
True Shoryuken	Stand/Crouch	4	39	46	29	0	0	-
True Shoryuken (When the first hit of the initial stage whiffs)	Stand/Crouch		24	30	16	0	0	-

●Notes

※1 Only the root portion is Special/Super
※2: Can be canceled only by a Super Special Move
※3: The root portion is Special/Super; the fully extended portion can be canceled only by a Super Special Move
※4: Only one hit total between ground and ascent
※5: Ground version is standing/crouching; air version is standing

Ken

●Normal Moves

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch	1	5	6	5	5	6	連/special/forced
Far Standing A	Stand/Crouch		6	7	6	6	6	Chain/Special
Crouching A	Stand/Crouch		5	6	5	5	6	Chain/Special/Super
Jump A	Stand	1	6	7	6	6	6	-
Forward Jump A	Stand	1	6	7	6	6	6	-
Back Jump A	Stand	1	6	7	6	6	6	-
Close Standing B	Stand/Wait		5	6	5	5	6	特/Special
Far Standing B	Stand/Crouch		6	7	6	6	6	-
Crouching B	Crouch	1	5	6	5	5	6	Chain/Special/Super
Downward Jump B	Stand	1	6	7	6	6	6	-
Forward Jump B	Stand	1	6	7	6	6	6	-
Backward Jump B	Stand		6	7	6	6	6	-

Move Name	Guard stages/hit count	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Stand/Crouch		21	30	21	16	12	※1
Far Standing C	Stand/Crouch		21	30	21	16	12	※2
Crouching C	Stand/Crouch		16	17	16	16	12	※3
Downward Jump C	Stand	1	21	30	21	16	12	-
Forward Jump C	Stand	1	21	30	21	16	12	-
後 Jump C	Stand	1	21	30	21	16	12	-
Close Standing D	Stand/Crouch		21	30	21	16	12	-
Far Standing D	Stand/Roof		21	30	21	16	12	-
Crouching D	Crouch		21	30	21	16	12	特/Special
Vertical Jump D	Standing		21	30	21	16	12	-
Forward Jump D	Standing		21	30	21	16	12	-
Backward Jump D	Standing		21	30	21	16	12	-
GC Attack	Stand/Crouch		[illegible]	0	0	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Thunder Heel Split	Stand	1	16	20	16	9	8	◎
Ankle Kick	Crouch	1	16	20	16	9	8	必

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Shoulder Throw (AB Throw)	Throw	1	24	24	0	0	0	-
Hell Cartwheel (CD Throw)	Throw	1	24	24	0	0	0	-
Hell Windmill (Air Throw)	投	1	20	20	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Hadouken	Stand/Crouch	1	15	19	8	8	12/8	-
Shoryuken (Weak, Ground)	Stand/Crouch	※4	20	22	8	8	12/8	◎/SC
└ (Weak, Rising)	Stand/Crouch	※4	11	13	8	8	0/8	-
Shoryuken (Strong, Ground)	Stand/Crouch	2(Half)	13	16	4	4	12/4	◎/SC
└ (Strong · Rising)	Stand/Crouch	1	10	13	8	8	0/4	-
Whirlwind Kick (Weak)	Stand/Crouch		12	14	4	4	12/0	◎
Whirlwind Kick (Strong)	Stand/Crouch	6(Half)	12	14	4	4	12/0	◎
Chopping Drop Kick	Stand/Crouch		21	27	5	5	12/8	2
Sickle Sweep Kick	Stand/Crouch		14	20	5	5	12/4	2
Large outward roundhouse kick	Standing/Crouching		21	27	5	5	12/8	-
Thunder Heel Split	Standing	1	11	18	5	5	0/8	-

●Super Special Move & EXCEED

Move Name	Guard Level	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Shōhō Reppa	Stand/Crouch	(half)	34	38	0	2	0	-
Gale Thunderfoot	Stand/Crouch	13(half)	31	34	0	0	0	-
Shenlong Fist	Stand/Crouch	※4 (half)	60	64	0	0	0	-

●Notes

※1 Only the root portion is Special/Super
※2: Can be canceled only by a Super Special Move
※3: The root portion is Special/Super; the fully extended portion can be canceled only by a Super Special Move
※4: Only one hit total between ground and ascent
※5:9~17 (Increase hit count by mashing the button)

Chun-Li

●Normal Moves

Move Name	Guard stages/hit count	Hit	Damage	Counter	Stun	Crush gauge	Gauge	Cancel
Close-Standing A	Standing/Crouching	1	5	6	5	5	6	Chain/Special/Super
Far-Standing A	Stand/Crouch		6	7	6	6		6 hits / required
crouching A	Stand/Crouch		5	6	5	5	6	Link/Required
Jump A	Stand	1	6	7	6	6	6	-
Forward Jump A	Standing	1	6	7	6	6	6	-
Back Jump A	Stand	1	6	7	6	6	6	-
Close Standing B	Crouch	1	5	6	5	5	6	Special/Super
遠 Standing B	Stand/		6	7	6	6	6	-
	Crouch	1	5	6	5	5	6	Chain/Special/Command
Jump B stand		1	6	7	6	6	6	-
Forward Jump B (standing)		1	6	7	6	6	6	-
Jump B stand 1			6	7	6	6	6	-

Move Name	Guard stages/hit count	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Standing / Crouching		18	28	17	16	12	特/Special
Far-Standing C	Standing / Crouching		21	30	20	16	12	-
Crouching C	Standing / Crouching	1	18	28	17	16	12	-
Vertical Jump C	Standing		18	28	17	16	12	-
Forward Jump C	Standing	1	18	28	17	16	12	-
Backward Jump C	Standing		18	28	17	16	12	-
Close Standing D	Standing/Crouching		18	28	17	16	12	特/Special
Far standing D	Standing/Crouching		18	28	17	16	12	-
Crouch D	Crouch	1	20	30	20	16	12	-
Jump D	Stand	1	18	28	17	16	12	-
Forward jump D	Stand	1	18	28	17	16	12	-
Back jump D	Stand	1	18	28	17	16	12	-
GC attack	Standing/Crouching				10	0	-	-

●Special Moves

Move Name	Guard Setup	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
"Tsuru Senkyaku"	Stand/Crouch	1	14	18	14	8	8	Special
Forward Sweep Spin	Crouch	1	14	18	14	7	8	Special
Eagle Claw Kick	Stand	1	14	18	14	8	4	
鷹爪	Stand	1	10	16	11	8	4	
Tsuru Spinning Drop Kick	Stand	1	14	18	14	8	8	-
Tsuru Leg Drop	Stand	1	14	18	14	10	8	-

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Kirin Assault (AB Throw)	投	2	9	9	0	0	0	-
Tiger Assault Knockdown (CD Throw)	投	1	24	24	0	0	0	-
Meteor Fall (Air Throw)	投	1	20	20	0	0	0	-

▶Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Kikouken (Weak)	Stand/Crouch	1	20	24	10	10	12/8	◎/SC
Kikouken (Strong)	Stand/Crouch	1	16	18	10	10	12/8	-
Hundred-Strike Kick	Stand/Crouch		14	16	4	4	8/4	◎
Spinning Bird Kick (Weak)	Stand/Crouch	2(Half)	12	14	4	4	12/0	◎
Spinning Bird Kick (Strong)	Stand/Wait	3(half)	12	14	4	4	12/0	◎
Tensho Kyaku (Weak)	Stand/Crouch		20	24	14	14	12/8	◎
Tensho Kyaku (Strong)	Stand/Crouch		18	22	10	10	12/4	2
Sen'en Kick	Stand	1	24	27	20	20	12/8	2
Tenshin Enbu (Spinning Body Waltz)	Stand	1	0	0	0	0	0/16	-

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Qi Gong Palm	Stand/Crouch	17 (half)	20	24	0	4	0	-
Fengyi Fan (Phoenix Wing Fan)	Stand/Crouch		20	20	0	0	0	-
Bashan Tiansheng Kick	Stand/Crouch	(half)	62	68	0	0	0	-

Guile

●Normal moves

Move name	Guard hit count	Hit	Damage	Counter	Stun	Crash	Gauge	Cancel
Close Standing A	Standing / Crouching				5 5	5	6	Link/Required
Far Standing A	Standing/Crouching	1	6	7	6	6	6	Link/Required
Crouching A	Stand/Crouch		5	6	5	5	6	Link/Required
Downward jump A	Stand	1	6	7	6	6	6	-
Forward jump A	Stand	1	6	7	6	6	6	-
Back jump A	Standing	1	6	7	6	6	6	-
Close standing B	Standing/Crouching		5	6	5	5	6	Link/Required
Far standing B	Standing/	1	6	7	6	6	6	Link/Required
Crouching B			5	6	5	5	6	Connect
Jump B	Stand	1	6	7	6	6	6	
Forward jump B	Standing	1	6	7	6	6	6	
Back jump B	Stand	1	6	7	6	6	6	

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close standing C	[Standing / Crouching]	1	21	30	19	16	12	Special
Far standing C	Standing / Crouching	1	21	30	19	16	12	
Crouch C	Stand/Crouch	1	16	17	19	16	12	
Jump C	Stand	1	21	30	19	16	12	
Forward jump C	Stand	1	21	30	19	16	12	
後 Jump C	Stand	1	21	30	19	16	12	-
Close standing D	Stand/Crouch		21	30	19	16	12	-
Far Standing D	Stand/Crouch		21	30	19	16	12	-
Crouching D	Crouch	1	21	30	19	16	12	-
Downward jump D	stand	1	21	30	19	16	12	-
Forward jump D	stand	1	21	30	19	16	12	-
Back jump D	Stand	1	21	30	19	16	12	-
Guard Cancel Attack	Stand/Crouch			0	0	0	-	-

●Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Slide Kick	Crouch	1	16	22	16	16	8	2
Spinning Back Knuckle	Stand/Crouch	1	21	30	20	20	8	2
Neebazooka	Stand/Crouch	1	11	16	11	8	8	-
Rolling Sobat	Stand/Crouch	1	18	24	16	13	8	-

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Knockout	Crash	Gauge	Cancel
Dragon Suplex (A/B Throw)	投	1	24	24	0	0	0	-
Jude Throw (CD Throw)	投	1	24	24	0	0	0	-
Flying Meyer (Air Throw)	投	1	20	20	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Sonic Boom	Stand/Crouch	1	16	20	10	10	12/8	◎
Somersault Kick (Weak)	Standing/Crouching	1	22	28	16	16	12/12	2
Somersault Kick (Strong)	Standing/	1	24	30	16	16	12/12	2

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Somersault Strike	Stand/	10 (half)	37	45	0	2	0	-
Total Wipeout	Stand/	5	13	18	0	2	0	-
Somersault Slash (Repeated)	Stand/	7(half)	12	16	0	0	0	-
→ (Finish)	Stand/	1	40	46	19	0	0	-
Sonic Hurricane	Stand/	13 (half)	64	72	0	1	0	-

Dhalsim

●Normal Moves

Move Name	Guard Step	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch		8	9	8	8	6	Chain/Special/Super
Far Standing A	Stand/Crouch		8	10	9	9	6	Chain/Special/Super
crouching A	Standing/Crouching		8	9	8	8	6	Chain/Special/Super
jump A	Standing		9	10	9	9	6	-
Forward Jump A		1	9	10	9	9	6	-
後 Jump A		1	9	10	9	9	6	-
Close Standing B	Stand/Crouch		8	9	8	8	6	-
遠 5B	Stand/Crouch		9	10	9	9	6	-
crouching B		1	8	9	8	8	6	Special/Super
jump B		1	9	10	9	9	6	-
forward jump B	Stand	1	9	10	9	9	6	-
back jump B	Stand	1	9	10	9	9	6	-

Move Name	Guard Step	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
close standing C	Stand/Crouch	1	19	29	17	16	12	-
far standing C	Stand/Crouch		19	29	17	16	12	-
crouching C	Standing/Crouching	1	19	29	17	16	12	特/Special
low jump C	Standing	1	19	29	17	16	12	-
forward jump C	立	1	19	29	17	16	12	-
後 jump C	立	1	19	29	17	16	12	-
close standing D	Stand/Crouch	1	19	29	17	16	12	-
遠 standing D	Stand/Crouch		19	29	17	16	12	-
crouching D		1	19	29	17	16	12	特/Special
jump D	Stand	1	19	29	17	16	12	-
forward jump D		1	19	29	17	16	12	-
back jump D		1	19	29	17	16	12	-
GC attack	Standing/Crouching		0	0	10	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Knife-hand uppercut	Stand/Crouch	1	11	16	9	9	8	-
Low kick	Stand/Crouch	1	11	16	8	8	8	必
Yoga Headbutt	Stand/Crouch	2 (Half)	14	18	10	10	4	※1
Yoga Knee Pat	Stand/Crouch	1	19	28	16	16	8	Special
Move Kick	Standing/crouching		22	29	18	18	8	
Zoom Punch (Weak)	Stand/Crouch	1	11	16	8	8	8	
Zoom Punch (Strong)	Crouching	3 (Half)	12	18	10	10	4	-
Sliding (Weak)		1	11	16	8	8	4	※2
Sliding (Strong)		1	19	28	16	16	8	-
Jump Side Punch		1	8	9	8	8	8	-
Jump punch		1	19	24	16	16	8	-
Jump Forward Kick (Weak)		1	9	10	8	8	8	-
Jumping Forward Kick (Strong)		1	19	24	16	16	8	-
Drill Kick	Stand/Crouch	1	19	26	10	10	8	※2
Drill Headbutt	Stand/Crouch	1	19	26	10	10	8	-

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Yoga Smash (AB Throw)	投	5	4	4	0	0	0	-
Yoga Through (CD Throw)	投	1	24	24	0	0	0	-

▶Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Vapor Phase	Crash	Gauge	Cancel
Yoga Fire	Stand/Crouch	1	16	20	9	9	12/8	2
Yoga Flame	Stand/Crouch	1	22	26	18	14	12/8	2
Yoga Blast	Stand/Crouch	1	26	31	22	14	12/8	2
Yoga Teleport	-	-	-	-	-	-	0/0	2

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Knockout	Crash	Gauge	Cancel
Yoga Inferno	Stand/Crouch		32	40	0	2	0	-
Yoga Drill Attack	Stand/Crouch	(half)	22	40	0	2	0	-
Yoga Legend (Activation)	Stand/Crouch		0	0	0	0	0	-
- (Weak – Rapid Tap)	Stand/Crouch		14	14	0	0	0	-
→ (Strong – Rapid Tap)	Stand/Crouch	12	9	9	0	0	0	-

●Notes

Only required on the 11th hit

※2: Can be canceled only by a Super Special Move

M. Bison

●Normal Moves

Move Name	Guard	hit count	Damage	Counter	Stun	Crush	gauge	Cancel
Near standing A	Standing/Crouching	1	5	6	5	5	6	Link/Required
Far standing A	Standing/Crouching	1	6	7	6	6	6	Link/Required
Crouching A	Stand/Crouch		5	6	5	5	6	Link/Required
Vertical jump A		1	6	7	6	6	6	-
Forward jump A		1	6	7	6	6	6	-
Back jump A		1	6	7	6	6	6	-
Near standing B	Stand/Crouch		7	8	7	7	6	Special
遠立ちB	Stand/Crouch		[illegible]	9	[illegible]	8	6	
crouching B		1	7	8	7	7	6	
jump B	Stand	1	8	9	8	8	6	-
forward jump B		1	8	9	8	8	6	-
後 jump B		1	8	9	8	8	6	-

Move Name	Guard	hit	Damage	Counter	Stun	Crush	gauge	Cancel
close standing C	Stand/Crouch	1	21	31	21	16	12	必
far standing C	Stand/Crouch		24	32	24	20	12	-
crouching C	Stand/1	1	16	17	16	16	12	Special
jump C	Standing	1	21	31	21	16	12	
forward jump C	Stand	1	21	31	21	16	12	
後 jump C	Stand	1	21	31	21	16	12	-
close standing D	Stand/Crouch		21	31	21	16	12	Special
far standing D	Stand/Crouch		21	31	21	16	12	
crouching D		1	21	31	21	16	12	
Vertical Jump D		1	21	31	21	16	12	
Forward Jump D		1	21	31	21	16	12	-
Backward Jump D	Standing		21	31	21	16	12	-
GC Attack	Standing/Crouching	1	0	0	0	0	-	-

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Head Bomber (AB Throw)	投	5	4	4	0	0	0	-
Lever Break (CD Throw)	投	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Turn Punch (Stage 1)	Standing/Crouching	1	9	15	7	9	12/8	②/SC
Turn Punch (stage 2)	Standing/Crouching	1	12	18	10	10	12/8	②/SC
Turn Punch (stage 3)	Standing/Crouching	1	15	21	13	11	12/8	②/SC
Turn Punch (stage 4)	Standing/Crouching	1	18	24	16	12	12/8	②/SC
Turn Punch (stage 5)	Standing/Crouching	1	21	27	19	13	12/8	②/SC
Turn Punch (stage 6)	Standing/Crouching	1	24	30	22	14	12/8	②/SC
Turn Punch (stage 7)	立/屈	1	28	34	25	15	12/8	②/SC
Turn Punch (Level 8)	Stand/Crouch	1	36	42	28	16	12/8	②/SC
Turn Punch (Level 9)	Stand/Crouch	1	42	48	31	17	12/8	②/SC
Turn Punch (Level 10)	Stand/Crouch	1	48	54	34	32	12/8	②/SC
Dash Straight (Weak)	Standing/Crouching	1	19	22	10	10	10/8	②
Dash Straight (Strong)	Standing/Crouching	1	21	24	15	15	12/8	②
Dash Upper (Weak)	Stand/Crouch	1	17	20	11	11	10/8	②
Dash Upper (Strong)	Stand/Crouch	1	19	22	16	16	12/8	2
Dash Ground Straight (Weak)	Crouching	1	19	22	10	10	10/8	-
Dash Ground Straight (Strong)		1	21	24	15	15	12/8	-
Dash Ground Upper (Weak)	Stand/Crouch	1	17	20	11	11	10/8	-
Dash Ground Upper (Strong)	Stand/Crouch	1	19	22	16	16	12/8	-
Buffalo Head (Weak)	Stand/Crouch	1	22	26	11	11	12/8	②
Buffalo Head (Strong)	Stand/Crouch	1	22	26	12	12	12/8	2
Wild Smash (Weak)	Stand/Crouch	1	21	26	10	20	10/8	②
Wild Smash (Strong)	Stand/Crouch	1	21	26	14	24	12/8	2

● Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Crazy Buffalo	Stand/Crouch		36	45	0	2	0	-
Gigaton Blow	Standing/Crouching	9 (half)	32	40	0	0	0	-
Ultimate Smash	Standing/Crouching		136	142	0	36	0	-

Balrog

●Normal Moves

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Near standing A	Standing/Crouching		5	6	5	5	6	Link/Required
Far standing A	Stand/Crouch		6	7	6	6	6	Link/Required
Crouching A	Standing/Crouching		5	6	5	5	6	Special
Jump A	立	1	6	7	6	6	6	
Forward Jump A		1	6	7	6	6	6	
Back Jump A		1	6	7	6	6	6	-
Close Standing B	Stand/Crouch		5	6	5	5	6	Special
Far Standing B	Stand/Crouch		6	7	6	6	6	
Crouching B		1	5	6	5	5	6	
Jump B	Stand	1	6	7	6	6	6	
Forward Jump B		1	6	7	6	6	6	-
Back jump B	Stand	1	6	7	6	6	6	-

Move Name	Guard stages	hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Stand/Crouch		19	28	17	16	12	Special
Far Standing C	Stand/Crouch		21	28	20	16	12	
Crouching C	Stand/Crouch		19	30	20	16	12	
Jump C		1	19	30	17	16	12	-
Forward Jump C		1	19	28	17	16	12	-
Back Jump C		1	19	28	17	16	12	-
Close standing D	Stand/Crouch		19	28	17	16	12	-
Far standing D	Stand/Crouch		19	28	17	16	12	-
Crouching D		1	19	28	17	16	12	-
Jump D		1	19	28	17	16	12	-
Forward jump D		1	19	28	17	16	12	-
後 Jump D		1	19	28	17	16	12	-
Guard Cancel Attack	Stand/Crouch			0	0	0	-	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Piece of Mercury	Stand/Crouch	1	18	22	16	10	8	-
Cosmic Smart	Stand/Crouch	1	24	30	20	20	8	-
Round Slider	Stand/Crouch	1	19	28	16	16	8	-

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Carmine Flip (AB throw)	投	1	24	24	0	0	0	-
Rainbow Suplex (CD throw)	投	1	24	24	0	0	0	-
Stardust Drop (air throw)	投	1	20	20	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Backslash	-	-	-	-	-	-	0	②
Short Backslash	-	-	-	-	-	-	0	②
Flying Barcelona Attack	Standing	1	26	32	16	16	8/12	-
Izuna Drop	投	1	34	34	20	20	8/16	-
Rolling Crystal Flash (weak)	Standing/Crouching	2 (Half)	20	24	10	10	8/4	2
Rolling Crystal Flash (strong)	Standing/Crouching	3 (Half)	20	24	10	10	8/4	②
Sky High Claw	Standing	1	26	31	11	11	12/8	②
Scarlet Terror (weak)	Stand/Crouch		22	26	11	11	12/4	②
Scarlet Terror (Strong)	Stand/Crouch		18	22	10	10	12/8	2

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Flying Barcelona Special (Weak)	Stand/Crouch		36	40	0	2	0	-
Flying Barcelona Special (Strong)	Stand/Crouch		32	36	0	2	0	-
Rolling Izuna Drop (Weak)	投	2	34	34	0	0	0	-
Rolling Izuna Drop (Strong)	投	3	24	24	0	0	0	-
Scarlet Mirage (Weak)	Stand/Crouch	(Half)	34	38	0	2	0	-
Scarlet Mirage (Strong)	Stand/Crouch	9 (half)	32	36	0	2	0	-
Red Impact (Activation)	Stand/Crouch		0	0	0	0	0	-
-(152)	-	1	132	132	0	0	0	-

Sagat

●Normal Moves

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close standing A	Stand/Crouch		5	6	5	5	6	Special
Far standing A	Stand/Crouch		6	7	6	6	6	
Crouching A	Standing/Crouching	1	5	6	5	5	6	
Vertical jump A	Standing		6	7	6	6	6	
Forward Jump A		1	6	7	6	6	6	
Back jump A		1	6	7	6	6	6	-
Close Standing B	Stand/Crouch		5	6	5	5	6	※1
Far Standing B	Stand/Crouch		7	8	7	7	6	※1
Crouching B	Crouching	1	5	6	5	5	6	Special
Descending Jump B		1	7	8	7	7	6	
Forward Jump B		1	7	8	7	7	6	
Jump B		1	7	8	7	7	6	-

Move Name	Guard stage	hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close standing C	Stand/Crouch	1	20	29	20	16	12	Special
Standing C	Stand/Crouch		20	29	20	16	12	
Crouching C	Stand/Crouch		20	29	20	16	12	
Jump C	Standing	1	20	29	20	16	12	-
Forward jump C		1	20	29	20	16	12	-
後 Jump C		1	20	29	20	16	12	-
Close Standing D	Stand/Crouch	2 (Half)		20	16	14	12	※2
Far Standing D	Stand/Crouch	2 (Half)	18	22	18	16	12	※3
Crouching D	Crouching	1	21	31	21	16	12	※1
Jump D		1	21	31	21	16	12	-
Forward Jump D		1	21	31	21	16	12	-
Jump D (standing)		1	21	31	21	16	12	-
Guard Cancel Attack	[Stand/Crouch]		0	0	0	0	-	-

●Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Tiger Hook	Stand/Crouch	1	20	22	16	10	8	-
Tiger Tail		1	20	24	18	10	8	Special

● Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Tiger Rage (A/B throw)	投	5	5	5	0	0	0	-
Tiger Carry (C/D throw)	投	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Tiger Shot	Stand/Crouch	1	16	18	10	10	12/8	②
Grand Tiger Shot	Stand/Crouch	1	16	18	10	10	12/8	②
Tiger Uppercut (weak)	Stand/Crouch	1	22	26	16	16	12/8	②
Tiger Uppercut (strong)	Standing/Crouching		18	22	12	12	12/4	②
Tiger Crush	Standing/Crouching		18	20	12	12	12/4	②

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Tiger Cannon (weak)	Standing/Crouching		31	34	0	2	0	-
Tiger Cannon (strong)	Standing/Crouching		30	33	0	2	0	-
Grand Tiger Cannon (Weak)	Stand/Crouch		31	34	0	2	0	-
Grand Tiger Cannon (Strong)	Stand/Crouch		30	33	0	2	0	-
Tiger Raid (Weak)	※4	(Half)	38	46	0	2	0	-
Tiger Raid (Strong)	※4	7 (half)	38	46	0	2	0	-
Tiger Genocide (First Half)	Stand/Crouch	6 (Half)	22	26	0	2	0	-
→ (Second Half)	Stand/Crouch	6 (Half)	48	56	0	2	0	-

●Notes

Note 1: Can be canceled only by Super Move

Note 2: Only the first hit is required

※3: You can cancel the first hit into a Super Move only

※4: Only the first hit of the first paragraph lands; the others are standing/crouching

Vega

●Normal Moves

Move Name	Guard stages	Hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Standing/Crouching	1	5	6	5	5	6	Link/Required
Far Standing A	Stand/Crouch		6	7	6	6	6	Link/Required
Crouching A	Stand/Crouch		5	6	5	5	6	Link/Required
Low jump A	立	1	6	7	6	6	6	-
Forward jump A	Stand	1	6	7	6	6	6	-
Back jump A	Stand	1	6	7	6	6	6	-
Close standing B		1	5	6	5	5	6	連／必
Far Standing B	Standing/Crouching	1	7	8	7	7	6	-
crouching B		1	5	6	5	5	6	Connect
vertical jump B	Stand	1	7	8	7	7	6	
forward jump B	Stand	1	7	8	7	7	6	
back jump B	Stand	1	7	8	7	7	6	

Move Name	Guard	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close standing C	Standing/Crouching		21	30	18	16	12	Special
Far standing C	Stand/Crouch		21	30	18	16	12	Special
Crouching C	Stand/Crouch		17	18	16	16	12	
Jump C	Stand	1	21	30	18	16	12	
Forward jump C	Stand	1	21	30	18	16	12	
Back jump C	Stand	1	21	30	18	16	12	-
Close standing D	Stand/Crouch		21	30	18	16	12	Special
Far Standing D	Stand/Crouch		21	30	18	16	12	Special
crouching D	屈	1	21	30	18	16	12	Special
jump low D	Stand	1	21	30	18	16	12	-
forward jump D	Stand	1	21	30	18	16	12	-
back jump D	Stand	1	21	30	18	16	12	-
GC attack	Stand Crouch	1	0	0	0	-	-	

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Deadly Throw-Through (AB Throw)	投	1	24	24	0	0	0	-
Death Tower (CD Throw)	投	3	7	7	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Psycho Crusher	Stand/Crouch	1	24	26	16	4	4／4	必
Double Knee Press	Stand/Crouch	2 (Half)	20	24	11	4	12／4	必
Devil Reverse	Stand/Crouch	1	24	28	11	11	12／8	必
Head Press	Stand/Crouch	1	22	26	10	10	8／8	必
Somersault Skull Diver	Stand/Crouch	1	20	24	10	10	8／8	-
Vega Warp	-	-	-	-	-	-	0／0	2

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	絶	Crash	Gauge	Cancel
Mega Psycho Crusher	Standing/Crouching	(half)	38	45	0	2	0	-
Knee Press Nightmare	Standing/Crouching		34	40	0	2	0	-
Final Psycho Crusher	Stand/Crouch		78	84	0	2	0	-

Gouki (Akuma)

●Normal Moves

Move Name	Guard/Frame	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close standing A	Stand/Crouch		5	6	5	7	6	Chain/Special/Super
Far standing A	Stand/Crouch		5	6	5	8	6	Chain/Special/Super
crouching A	Standing/Crouching	1	5	6	5	7	6	Chain/Special/Super
vertical jump A	Standing	1	5	6	5	8	6	※1
forward jump A	Stand	1	5	6	5	8	6	※1
jump A	Stand	1	5	6	5	8	6	※1
close standing B	Stand/Crouch		5	6	5	7	6	Special/Super
Far Stand B	Stand/Extend		5	6	5	8	6	-
Crouch B		1	5	6	5	7	6	Chain/Special/Super
Jump B	Stand	1	5	6	5	8	6	-
Forward Jump B	Stand	1	5	6	5	8	6	※1
Jump B	Stand	1	5	6	5	8	6	※1

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	stand/crouch	1	18	26	18	16	12	特／
Far Standing C	Standing/Crouching	1	18	26	18	16	12	※
Crouching C	Stand/crouch	1	16	17	16	16	12	特／
Downward Jump C	stand	1	18	26	18	16	12	-
Forward Jump C	Stand	1	18	26	18	16	12	-
back jump C	Stand	1	18	26	18	16	12	-
Close Standing D	Stand/crouch	2 (half)	16	10	10	9	12	-
Standing D	Standing/Crouching	1	18	26	18	16	12	-
Crouch D		1	18	26	18	16	12	Special/Super
Vertical Jump D	Stand	1	18	26	18	16	12	-
Forward Jump D	Stand	1	18	26	18	16	12	-
Backward Jump D	Stand	1	18	26	18	16	12	-
GC Attack	Stand/Crouch		0	0	0	-	-	

●Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Tenma Sky Kick	Stand/Crouch		8	8	5	4	4	-
Skull-Crushing Kill	Stand/Crouch	2 (Half)	14	16	14	9	4	-
Knee Kick	Stand/Crouch		16	20	16	9	4	Special／必
Ankle Kick		1	12	16	12	12	4	必

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Goujue	Crash	Gauge	Cancel
Shoulder Throw (AB Throw)	投	1	24	24	0	0	0	-
Tomoe Nage (CD Throw)	投	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Hadoken	Standing/Crouching	1	16	18	12	12	4／4	-
Slash Air Hadouken	*2	1	11	16	9	9	0／4	2
Scorching Hadouken (Weak)	Stand/Crouch	1	18	22	16	16	8／0	-
Scorching Hadouken (Strong)	Stand/Crouch		15	18	11	11	4／0	-
Raoh Shoryuken (Ground)	Stand/Crouch		10	11	4	4	0／4	必／SC
→ (Ascend)	Stand/Crouch		10	11	10	10	0／4	-
Child Roll New Aerial Kick	Stand/Crouch	(half)	8	9	10	10	4／0	必
Ashura Flash Aerial	-	-	-	-	-	-	0／0	-
Hyakki Attack	-	-	-	-	-	-	4／0	2
Hyakki Slash	Crouch	1	10	10	10	10	0／4	-
Hyakki Smash		1	18	18	0	0	0／4	-
Hyakki Grand Street	Stand/Crouch		12	12	12	12	0／4	-
Hyakki Grand Blade	Stand/Crouch		12	12	12	12	0／4	-

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
滅殺 Hadou (Wave Motion)	Stand/Crouch	8(half)	30	32	0	0	0	-
Heavenly Demon Mighty Slash Air	※2	8(half)	30	32	0	0	0	-
Annihilation Grand Shoryuken (1st-2nd time)	Stand/Crouch		14	15	0	2	0	-
→ (3rd time)	Stand/Crouch		23	24	0	2	0	-
Instant Wealth Kill	投	1	136	136	0	0	0	-

●Notes

※1: Can be canceled only into Super Special Moves
※2: Standing/Crouching (counts as crouching when it hits the opponent's feet)

Hugo

●Normal Moves

Move Name	Guard stages	Hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch	1	5	6	5	5	6	Luck/Connect
far standing A	Standing/Crouching	1	6	7	6	6	6	
Crouching A	Stand/Crouch	1	3	4	3	3	6	Link/Required
Jump A	Standing		6	7	6	6	6	
Forward Jump A	Stand	1	6	7	6	6	6	
Jump A	Stand	1	6	7	6	6	6	-
Close Standing B	Stand/Crouch		7	8	7	7	6	-
Far Standing B	Stand/Crouch		8	9	8	8	6	-
Crouching B		1	7	8	7	7	6	-
Jump B	Stand	1	8	9	8	8	6	-
Forward Jump B (standing)	Stand	1	8	9	8	8	6	-
Backward jump B	Stand		8	9	8	8	6	-

Move Name	Guard	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Stand		20	31	20	16	12	-
Standing C	Stand/Crouch	1	24	34	24	24	12	-
	Stand/Crouch	1	24	34	24	24	12	-
Jump C	Stand	1	24	31	22	16	12	-
		1						-
Forward Jump C	Stand	1	24	31	22	16	12	-
Jump C	Stand	1	24	3				
Close Standing D	Stand/Crouch	2 (half)	14	18	11	9	12	-
								-
Far Standing D	Stand	1	24	31	24	24	12	-
Crouching D	crouch		24	32	24	16	12	-
Jump D	Stand	1	24	31	22	16	12	-
Forward jump D	Stand	1	24	31	22	16	12	-
Backward jump D	Stand		24	31	22	16	12	-
GC Attack	Stand/Crouch		0	0	0	-	-	

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Slap	Stand/Crouch	1	20	26	16	9	8	必
Hip Press	Stand	1	22	28	18	16	8	2
Body Press	Stand	1	22	30	18	18	8	-
Moving Dropkick	Stand	1	24	30	18	24	8	-

●Normal Throw

Move Name	Guard Setup	Number of Hits	Damage Value	Counter	Goujue	Crash	Gauge	Cancel
Body Slam (AB throw)	投	1	24	24	0	0	0	-
Neck Hanging Tree (CD throw)	投	5	3	3	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Giant Balm Bomber (weak)	Stand/Crouch		14	18	10	10	8／8	必
Giant Balm Bomber (strong)	Stand/Crouch		16	20	10	10	8／8	必
Moonsault Press (weak)	投	1	44	44	0	0	0／20	-
Moonsault Press (strong)	投	1	46	46	0	0	0／20	-
Shoot Down Back Breaker	投	2	12	12	0	0	12／8	必
Monster Lariat	Stand/Crouch		24	28	16	16	12／8	必
Meat Squasher	投	1	29	29	0	0	8／12	-
Ultra Thru	投	1	13	13	0	0	4／12	-
Previous Paragraph Blocking	-	-	-	-	-	-	0／0	-
Next-segment blocking	-	-	-	-	-	-	0／0	-

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Megaton Press	投	1	56	56	0	0	0	-
Hammer Mountain	※1	5	14	18	0	2	0	-
Gigas Breaker	投	3	48	48	0	0	0	-

●Notes

※1: Only the 3rd hit is standing; the others are standing/crouching

Tabasa (Tabasa)

●Normal moves

Move name	Guard	Hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch	2	4	5	4	4	6	連/special/forced
Far Standing A	Stand/Crouch		5	6	5	5	6	-
Crouching A	Standing/Crouching	1	5	6	5	5	6	Chain/Special/Super
Jump A	Stand	1	5	6	5	5	6	-
Forward Jump A	Standing	1	5	6	5	5	6	-
Back jump A	Stand	1	5	6	5	5	6	-
Close Standing B	Standing/Crouching	1	5	6	5	5	6	特／Special
Far Standing B	Stand/Crouch		5	6	5	5	6	-
Crouching B	Crouch	1	5	6	5	5	6	-
Jump B		1	5	6	5	5	6	-
Forward Jump B	Standing	1	5	6	5	5	6	-
Back Jump B	Standing	1	5	6	5	5	6	-

Move Name	Guard	Hit	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Stand/Crouch	1	19	29	17	16	12	Special/Super
Far-Standing C	Stand/Crouch	1	19	29	17	16	12	-
Crouching C	Standing/Crouching	1	19	29	17	16	12	-
Jump C	Stand	1	19	29	17	16	12	-
Forward Jump C	Stand	1	19	29	17	16	12	-
Backward Jump C	Stand	1	19	29	17	16	12	-
Near Standing D	Standing/Crouching	1	19	29	17	16	12	特／Special
Far Standing D	Standing/Crouching	1	19	29	17	16	12	-
Crouching D	Crouch	1	19	29	17	16	12	-
Jump D	Stand	1	19	29	17	16	12	-
Forward Jump D	Standing	1	19	29	17	16	12	-
Backward Jump D	Stand		19	29	17	16	12	-
GC Attack	Stand/Crouch		0	0	0	12	-	

●Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Half Rubber	Stand/Crouch	1	11	13	11	9	8	Special／必
Wristive Kitten	Stand/Crouch	1	13	14	11	9	8	2
Flask (+C)	※1	1	18	22	11	9	8	必
Flask (+)	※2	1	18	22	11	9	8	必
Inロードフォウル	Stand/Crouch	1	18	22	11	16	8	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Squash Hat (AB throw)	Throw	1	24	24	0	0	0	-
Kitten Scratch (CD throw)	Throw	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Level	Number of Hits	Damage Value	Counter	Effect Group	Crash	Gauge	Cancel
Chakra Wave	Standing/Crouching	1	16	20	9	9	12／8	-
Reverie Sword (弱)	Standing/Crouching	5 (half)	14	18	10	10	8／4	2
Reverie Sword (Strong)	Standing/Crouching		15	20	10	10	8／4	2
Jamming Ghost)	Standing/Crouching		15	20	10	10	12／4	-
Ascend Proof	Throw	1	30	30	0	0	0／12	-
Winder Fist	Standing/Crouching	1	18	24	0	0	8／8	必
Seize on Enemy (Activated)	Standing/Crouching	1	0	0	0	0	8／8	-
→(投げ)	-	1	13	13	0	0	0／0	-

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Tricycle Edge	※1	3 (Half)	40	45	0	4	0	-
Death Phenomenon (Spin)	Stand/Crouch		56	56	0	0	0	-
– (Explosion)	G Not	1	24	24	0	0	0	-
Meteor Fall (Split Metal)	投	1	96	96	0	0	0	-
↓	-	11 (Half)	8	8	0	0	0	-

●Notes

※1: Standing/Crouching (crouches if it hits the opponent at their feet)
※2: The body of the flask is bent

Hibiki Hi

●Normal Moves

Move Name	Guard	Hit count	Damage	Counter	Stun	Crash	Gauge	Cancel
Close Standing A	Stand/Crouch		5	6	5	5	6	Link/Required
Far Standing A	Stand/Crouch		6	7	6	6	6	Link/Required
crouching A	Stand/Crouch		5	6	5	5	6	Link/Required
jump A		1	6	7	6	6	6	-
forward jump A		1	6	7	6	6	6	-
back jump A		1	6	7	6	6	6	-
close standing B	Stand/Crouch		5	6	5	5	6	Special
Far Stand B	Stand/	1	6	7	6	6	6	Special
Crouch B		1	5	6	5	5	6	Special
Jump B	Standing	1	6	7	6	6	6	-
Forward Jump B		1	6	7	6	6	6	-
Jump B		1	6	7	6	6	6	-

Move Name	Guard	Hit count	Damage	Counter	Stun	Crash	Gauge	Cancel
close standing C	Stand/crouch	1	18	31	18	16	12	Special
Far standing C		1	18	31	18	16	12	※1
crouching C	Stand/Crouch		16	17	16	16	12	Special
jump C		1	18	31	18	16	12	Special
forward jump C		1	18	31	18	16	12	-
back jump C		1	18	31	18	16	12	-
close standing D	Stand/Crouch		18	31	18	16	12	-
Far standing D	Standing/Crouching		18	31	18	16	12	-
Crouch D		1	18	31	18	16	12	※1
Jump D		1	18	31	18	16	12	-
Forward Jump D		1	18	31	18	16	12	-
Backward Jump D			18	31	18	16	12	-
GC Attack	Stand/Crouch		0	0	0	0	-	-

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Kan-tsuki (AB throw)	投	1	24	24	0	0	0	-
Shoulder throw (CD throw)	投	1	24	24	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Gadou Fist	Stand/Crouch	1	22	26	12	12	12/8	◎
Kōryūken (Ground)	Stand/Crouch	※2	18	20	8	8	8/8	◎
→ (Ascend)	Stand/Crouch	※2	10	11	8	8	0/8	◎
Kōryūken (Random Ground)	Stand/Crouch	※2	22	26	20	8	8/8	2
→(Random upward)	Stand/Crouch	※2	11	13	11	8	0/8	◎
Dankūkyaku (Weak)	Stand/Crouch	1	21	26	12	12	12/8	◎
Anti-air Kick (Strong)	Stand/Crouch	3	11	14	8	8	8/4	2
Forward Roll Taunt	-	-	-	-	-	-	0/0	2
Backward Roll Taunt	-	-	-	-	-	-	0/0	-
Air Taunt	-	-	-	-	-	-	0/0	-
Crouching taunt	-	-	-	-	-	-	0/0	-
Gadō Shōkō Fist	Stand/Crouch	1	30	36	16	16	12/8	2
Ultimate Heaven-and-Earth Gadō Thrust	G Not	1	56	64	16	16	12/16	◎

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Taunt Legend	-	-	-	-	-	-	0	-
Shaking Dragon Blaze (Weak)	Stand/Crouch	4 (half)	36	43	0	2	0	-
Shaking Dragon Blaze (Strong)	Stand/Crouch	7 (half)	35	42	0	2	0	-
Certain Victory Outlaw	Stand/Crouch	5 (half)	36	43	0	2	0	-
Certain Victory Outlaw Fist (Strong)	※3	10 (half)	35	42	0	2	0	-
Kandō	投	1	136	136	0	0	0	-

●Notes

※1: Can only be canceled by Super Special Moves
*2: Only one hit combining ground and rising
*3: Only the 5th hit is crouching; the others are standing/crouching

Demitri Maximoff

▶ Normal moves

Move Name	Guard	Hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
close standing A	Stand/Crouch		5	6	5	5	6	Link/Required
standing A	Standing/Crouching		6	7	6	6	6	Link/Required
crouching A	Stand/Crouch		5	6	5	5	6	Link/Required
low jump A		1	6	7	6	6	6	-
forward jump A		1	6	7	6	6	6	
jump A	Stand	1	6	7	6	6	6	
close standing B	Stand/Crouch		5	6	5	5	6	Link/Required
Far Standing B	Stand/Crouch		6	7	6	6	6	Special Connect
Crouching B			5	6	5	5	6	Link/Required
Jump B		1	6	7	6	6	6	
Forward Jump B	Standing		6	7	6	6	6	
Back Jump B	Standing		6	7	6	6	6	-

Move Name	Guard	Hit count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing C	Stand/Crouch	1	18	27	18	16	12	Special
Far Standing C	Stand/Crouch	1	18	27	18	16	12	Special
Crouching C	Stand/Crouch	1	16	17	16	16	12	Special
Jump C	Stand	1	18	27	18	16	12	-
Forward Jump C	Stand	1	18	27	18	16	12	-
Back Jump C	Stand	1	18	27	18	16	12	-
Close Standing D	Stand/	1	18	27	18	16	12	Special
Far Standing D	Standing/Crouching	1	18	27	18	16	12	Special
Crouching D	Standing/Crouching	1	18	27	18	16	12	Special
Jump D		1	18	27	18	16	12	-
Forward Jump D		1	18	27	18	16	12	-
Jump D		1	18	27	18	16	12	-
GC Attack	Stand/Crouch		0	0	0	0	-	-

●Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Chain Combo A (*1)	Stand/Crouch	1	6	7	6	0	4	-
Chain Combo B (*1)	※2	1	6	7	6	0	4	-
Chain Combo C (*1)	Standing/Crouching	1	15	17	15	8	8	-
Chain Combo D (*1)	Standing/Crouching	1	14	16	14	8	8	-

● Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Bat Dive (AB throw)	Throw	1	24	24	0	0	0	-
Light Pleasure (CD throw)		9	3	3	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Chaos Flare	Stand/Crouch	1	18	20	10	10	12/8	◎
ES Chaos Flare ※3	Stand/Crouch	3 (Half)	29	34		2	0/0	-
Demon Cradle (Weak)	Stand/Crouch	1	20	20	8	8	8/4	◎/SC
Demon Cradle (Strong)	Stand/Crouch	3 (Half)	18	22	8	8	8/4	※4
Demon Cradle (During Special Movement)	Stand/Crouch		16	18	8	8	8/4	※5
Bat Spin	Stand/Crouch		18	22	8	8	8/4	※6
Hell's Ride	-	1	13	11	16	16	8/8	-
Special Moves	-	-	-	-	-	-	0/0	◎

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Unconscious	Crash	Gauge	Cancel
Midnight Pleasure	投	12	7	7	0	0	0	-
Midnight Bliss	投	11	7	7	0	0	0	-
Demon Flare	Stand/Crouch	8 (half)	63	68	0	4	0	-

●Notes

※1 Applies to all chain combos using that button (including starter moves)
※2: A standing attack is classified as standing/crouching; a crouching attack is classified as crouching
※3: Treated as a Super Special Move (consumes 1 level of the Power Gauge)
※4: SC only on the 2nd/1–2nd hit
※5: SC only on the 1st–2nd hits
※6 Ground version only ②

Rockman Zero

●Normal Moves

Move Name	Guard stage	Hit count	Damage	Counter	Stun	Crash	Gauge	Cancel
Close Standing A	Standing/Crouching		3	5	3	3	6	連/special/forced
Far Standing A	Standing/Crouching		3	6	3	3	6	Link/Required
Crouching A	Stand/Crouch		3	5	3	3	6	Link/Required
Vertical Jump A	Standing	1	3	6	3	3	6	-
Forward Jump A	(standing)		3	6	3	3	6	-
Jump A		1	3	6	3	3	6	-
Near Standing B	Standing/Nation	1	3	5	3	3	6	Special
Far Standing B	Stand/Crouch		3	6	3	3	6	Special
Crouching B		1	3	5	3	3	6	Link/Required
Jump B	Standing	1	3	6	3	3	6	-
Forward Jump B		1	3	6	3	3	6	-
Backward Jump B		1	3	6	3	3	6	-

Move Name	Guard stage	Hit count	Damage	Counter	Stun	Crash	Gauge	Cancel
Close standing C	Stand/Crouch	1	16	22	16		12	Special/Super
Far standing C	Stand	1	16	22	16	8	12	-
Crouching C	Standing/Crouching		16	17	16	8	12	Special
Vertical Jump C	Stand	2 (half)	16	22	16	8	12	Special
Forward Jump C	Stand	2 (half)	16	22	16	8	12	Special
Jump C	Stand	2 (half)	16	22	16	8	12	-
Close Standing D	Stand/Crouch		16	22	16	8	12	Special/Super
Far Standing D	Stand/Crouch		16	22	16	8	12	-
Crouching D		1	16	22	16	8	12	-
Jump D	Stand	1	16	22	16	8	12	-
Forward Jump D	Stand	1	16	22	16	8	12	-
Backward Jump D	Stand	1	16	22	16	8	12	-
Guard Cancel Attack	Stand/Crouch	1	0	0	0	-	-	

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
3-hit Thrust	Stand/Crouch	3 (Half)	9	11	6	9	4	※1
Upward Thrust	Stand/Crouch	1	10	12	10	10	8	-
Diagonal Downward Thrust		1	11	13	9	11	8	-
Jumping Downward Thrust		1	9	11	6	9	6	-
Sliding		1	15	18	15	15	8	2

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Upper (AB Throw)	投	1	22	22	0	0	0	-
Teleport Buster Shot (CD Throw)	投	1	20	20	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Qi Robe	Crash	Gauge	Cancel
Buster Shot	Standing/Crouching	1	16	18	8	8	12/6	◎
Charge Shot	Standing/Crouching	1	24	26	8	8	12/8	◎
Zet Saber	Standing/Crouching	1	16	18	8	8	12/8	◎/SC
Charge Slash	Standing/Crouching	1	28	30	8	8	12/8	◎/SC
Trible Rod (Ground)	Standing/Crouching	8 (half)	10	10	10	10	12/0	2
Trible Rod (Air)	Standing/Crouching	(half)	10	10	10	10	12/0	◎
チャージロット (Ground)	Stand/Crouch Frame	14 (half)	10	10	10	10	12/0	2
Charge Rod (Air)	Stand/Crouch	18 (half)	10	10	10	10	12/0	◎
Three-Stage Slash (1st Hit)	Stand/Crouch	1	9	11	9	9	4/4	◎
(2nd hit)	Stand/Crouch	1	9	11	9	9	0/4	-
(3rd hit)	Stand/Crouch	1	12	14	12	12	0/12	-
Shield Boomerang	Stand/Crouch	1	16	16	16	10	8/8	-
Irregular Hunt	Stand/Crouch	1	16	16	12	12	12/8	-
"Cyber Elf (Nurse A) ※2"	-	-	-	-	-	-	12/0	-
Cyber Elf (Nurse B)	-	-	-	-	-	-	12/0 ※3	-
Cyber Elf (Hachi)	Stand/Crouch	1	10	10	8	8	12/8	-
Cyber Elf (Mettor)	Crouch	1	0	0	0	0	12/8	-
Cyber Elf (Fugu)	Stand/Crouch	1	16	16	8	8	12/8	-

●Super Special Move & EXCEED

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Spiral Shot (Stage 1)	Stand/Crouch	1	38	38	0	0	0	-
Spiral Shot (Stage 2)	Stand/Crouch	5 (half)	30	30	0	0	0	-
Spiral Shot (3rd Stage)	Stand/Crouch		32	32	0	0	0	-
Spiral Shot (4th Stage)	Stand/Crouch		34	34	0	0	0	-
Ultimate Saber (Activation)	※4	1	0	0	0	0	0	-
→(rapidly press)	-	10 (half)	3	3	0	0	0	-
(Finish)	-	1	38	38	0	0	0	-
Cyber Elf Force (Activation)	不	1	0	0	0	0	0	-
↓ ※	-	1	36	36	0	0	0	-

●Notes

※Only the 11th hit is special ※2 Restores 15 of the user's health ※4: Weak is standing/crouching, strong is crouching
※3: When absorbing projectile
※ Restores 45 of the user's h
attack) 5

Brainwashed Ken

●Normal Moves

Move Name	Guard	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close Standing A	Stand/Crouch	1		6	5	8	6	hit / Special / Super
Far Standing A	Standing/Crouching	1	6	7	6	9	6/	連 特/必
Crouching A	Stand/Crouch	1		6	5	8	6	連/special/forced
Vertical Jump A	Stand	1	6	7	6	9	6	-
Forward Jump A	Stand		6	7	6	9	6	-
Backward Jump A	Stand		6	7	6	9	6	-
Close standing B	Standing/crouching	1	5	6	5	8	6	Special/Super
Far standing B	Stand/Crouch		6	7	6	9	6	-
Crouching B		1	5	6	5	8	6	Chain/Special/Super
Jump B	Standing	1	6	7	6	9	6	-
Forward jump B		1	6	7	6	9	6	-
Backward jump B		1	6	7	6	9	6	-

Move Name	Guard Level	Hit Count	Damage	Counter	Stun	Crush	Gauge	Cancel
Close standing C	Standing	1	18	24	18	16	12	※1
Far standing C	Stand/Crouch		18	24	18	16	12	※2
Crouching C	Stand/Crouch		16	17	16	16	12	※3
Jump C	Stand	1	18	24	18	16	12	-
Forward Jump C	Stand		18	24	18	16	12	-
Jump C		1	18	24	18	16	12	-
Close Standing D	Stand/Crouch		18	24	18	16	12	-
Standing D	Stand/Wait		18	24	18	16	12	-
Crouching D		1	18	24	18	16	12	特/Special
Jump D		1	18	24	18	16	12	-
Forward Jump D		1	18	24	16	16	12	-
Backward Jump D		1	18	24	16	16	12	-
GC Attack	Stand/Crouch		0	0	0	-	-	

●Special Move

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Thunder Heel Split	Stand/Crouch	1	16	20	16	11	8	-
Ankle Kick		1	16	20	16	11	8	Special

●Normal Throw

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Back Carry Throw (AB Throw)	投	1	22	22	0	0	0	-
Hell Wheel (CD Throw)	投	1	22	22	0	0	0	-
Hell Wheel (Air Throw)	投	1	18	18	0	0	0	-

●Special Moves

Move Name	Guard Stage	Number of Hits	Damage Value	Counter	Kien	Crash	Gauge	Cancel
Hadouken	Stand/Crouch	1	15	19	8	8	12/8	-
Shoryuken (Weak, Ground)	Stand/Crouch	※4	20	22	8	8	12/8	◎/SC
→ (weak rise)	Stand/Crouch	※4	11	13	8	8	0/8	-
Dragon Punch (Strong · Ground)	Stand/Crouch	2 (Half)	13	16	8	8	12/4	◎/SC
→(Strong · Rise)	Stand/Crouch	1	10	13	8	8	0/4	-
Tornado Whirlkick (Weak)	Stand/Crouch		12	14	4	4	12/0	2
Tornado Whirlkick (Strong)	Stand/Crouch	(half)	12	14	4	4	12/0	2
Cleaver Drop Kick	Stand/Crouch	1	21	24	5	5	12/8	2
Sickle Sweep Kick	Standing/Crouching	2 (Half)	14	16	5	5	12/4	2
Large outward roundhouse kick	Standing/Crouching	1	21	24	5	5	12/8	-
Thunder Heel Split	Stand	1	11	14	5	5	8/8	-
[Yaku Rikyaku]		-	-	-	-	-	4/0	◎

●Super Special Move & EXCEED

Move Name	Guard Level	Number of Hits	Damage Value	Counter	Stun	Crash	Gauge	Cancel
Shenlong Fist	Standing/Crouching	※5 (half)	30	32	0	0	0	-
Nine-Head Brain Split	Standing/Crouching	19 (half)	30	32	0	0	0	-
Divine Military Annihilation (Activation)	Standing/Crouching		0	0	0	0	0	-
→(rapidly press)	-	10 (half)	3	3	0	0	0	-
(Finish)	-	1	112	112	0	0	0	-

●Notes

※1: Only the root part is special/required
※2 Can only be canceled by a Super Special Move
※3: The root part can be canceled by Special/Super, the fully extended part can only be canceled by a Super Special Move
※4: Counts as a single hit across ground and ascent
※5: 9–16 (hit count increases by repeatedly pressing the button)

Battle Start Message Collection

We reveal the battle-start messages of the 36 characters appearing! From fated rivalries to first-time matchups, check out the conversations of the characters you're curious about!

Kyo Kusanagi

Opponent Character	Message Character	Message Content
VS. Kyo	Kyo 1P	For heaven's sake, just how many of them are there? My clones...
	Kyo 2P	Clones are Isn't it your side instead!
	Kyo 1P	What the!?!? I am the genuine The real Kyo Kusanagi!
	Kyo 2P	You really don't get it, do you... Fine, I'll make things black and white for you.
VS. Iori	Kyo	Yagami... You're really such a You're a damn annoying guy...
	Iori	What are you doing now... I will drive you to the bottom of the earth until I kill you I'll corner you!
	Kyo	Here I go... Yagami
	Iori	Ooooooh!!
VS. Terry	Terry	HEY! How about it, Kyo?
	Kyo	"All right!" You and I This looks like it'll be fun
VS Mai	Mai	Kyo! Hey, do you know Andy?
	Kyo	Huh? I don't know him. ...Being chased around by women this much is rough.
	Mai	Did you say something? Could it be, You're hiding something, aren't you!
	Kyo	I don't know!
VS. Kim	Kim	How long are you going to stay a high school student!
	Kim	In any case, I'll put some spirit into you! Here I go!
	Kyo	Huh? "Already?!"
VS. Choi	Kyo	Ah— I've run into someone annoying.
	Choi	I can't just let that go unheard, y'know I'll cut you down! Ukee!!
	Kyō	I'll burn you up quick!
VS. Ryo	Kyō	So, how's the dojo doing?
	Ryo	I have no idea.
	Kyō	...I see.
VS. Kasumi	Kyō	"Oh, You were in KOF...
	Kasumi	I'm Kasumi Toudou. Are you ready...?
	Kyo	Already starting?!
VS. Mr. Karate	Kyo	Ryo's father, what's wrong? Wearing a mask like that.
	Mr. Karate	I am Mr. Color! "Takuma Sakazaki" I'm not one of those!
	Kyo	Well, I'll let it slide this time. Here I go...
	Mr. Karate	Hmph.
VS. Earthquake	Kyo	Who are you Make that face like an old lady.
	Earthquake	—y-you... I'll crush you!!
VS. Genjūrō	Genjūrō	So you're the prey this time...
	Kyo	Sword? Seriously? Hey, man, what a dangerous guy
	Genjūrō	Stay quiet. It'll be over soon.
	Kyo	I'm not pleased... Looking at you makes me want to puke. Make me remember. Here I go!
VS. Color	Kyo	What's wrong? A beautiful woman with a gloomy face— What a waste, huh?
	Color	...Not you, ...to mingle with me is Can't do it...
"VS. Gehnitz Kyō"		"You...!" "You're still alive, huh!"
	Kyo	I'm already... It's nothing to do with Orochi!
	Ge-Nitz	The one who pays, Kusanagi. You cannot escape your destiny.
VS. Geese	Geese	Come! The power of the Kusanagi, will you test it on me!
	Kyo	Huh, interesting... I'll do it!
VS. Mars People	Mars People	Pipopapo Pipope!
	Kyo	What is this?
VS. Rampaging An	Kyo	You really haven't improved, have you.
	Berserk An	Ko... Ro... Su...
	Kyo	That power isn't normal... ...I'll do it!
	Berserk Iori	Kyo———u!!
VS. Serious Karate	Kyo	What is it? The atmosphere is different, huh?
	Serious Karate	Fufufu. Come on, you brat!
VS. Athena	Kyo	What do you mean by fighting in bikinis, Nice service.
	Athena	Don't be deceived by appearances Please don't lose so easily Please give it to me!
	Kyo	I won't fight half-heartedly or die.
VS. Ryu	Ryu	Oh, Koryu martial art, is it? Is that the Kusanagi style...
	Kyo	...Who are you? You're no ordinary person.
	Ryu	I'm Ryu. I'd like to spar with you, but I wonder.
	Kyo	Heh heh, Regretting it after you've burned out You're slow.
	Ryu	Name?
	Kyo	Kyo Kusanagi. Let's go!
VS. Ken	Ken	Hey, you've got a good build. Japanese students too Not bad at all.
	Kyōga	Students...
	Ken	Aren't you a student?
	Kyō	Hah! None of your business!
	Ken	Don't get angry. That's right. It's not really an apology, but I'll give you a lesson.
	Ken	...With a student discount, huh.
	Kyo	Don't regret it after getting fired up. Old man!
VS. Chun-Li	Chun-Li	Stop right there! Police!
	Kyo	You're lying. In that outfit There are no cops here.
	Chun-Li	Well, it's true there aren't many policemen as beautiful as me.
	Chun-Li	It's Interpol. Put your hands behind your head...
	Kyo	I didn't do anything, you know? Aren't you mistaking me for someone else?
	Chun-Li	You'll hear that in the interrogation room. Will you come along voluntarily?
	Kyo	No, I won't. And if I said that...?
	Chun-Li	By force!
VS. Guile	Kyō	After all, Martial arts are just all about power, right?
	Guile	Military martial arts are advancing by leaps and bounds. Rusty, withered ancient martial arts Can't possibly be of any use.
	Kyo	You tell me. Want to give it a try?
	Guile	Want to try? Everything is real for me.
	Kyo	That's more like it.
VS. Dhalsim	Dhalsim	You there? I want to enter the path of Yoga, "And, the one who says so."
	Kyo	"No, it's not me."
	Dhalsim	"A surprisingly admirable young person these days."
	Dhalsim	Training is harsh, but If you persevere, someday you could become like me.
	Kyo	I told you it's not me. I said so.
	Dhalsim	Before training, I must ascertain your strength.
	Dhalsim	Now, from anywhere Bring it on.
	Kyo	Listen to me
	Kyo	You don't listen, do you... Fine, I'll beat you senseless and make you understand and that training is unnecessary.
VS. Bison	Kyo	[illegible] is Are you holding it firmly in your mouth?
	Bison	Shut up! Mind your own business! (Bwoom!!)
	Kyo	Oh... hehe, Your mouth doesn't seem to be a problem, but is your head okay?
	Bison	This brat's being cheeky... I'll crush you!!
VS. Balrog	Balrog	Hmm. That is fairly beautiful. However You don't even come close to my feet.
	Kyo	Shut up. The narcissist's Self-proclaimed gentleman!
	Kyo	I'll burn you to the bone, Bring it on!
	Balrog	Heh heh heh, don't be so hasty.
	Balrog	Until it's time to be cut to pieces Isn't it better if it lasts a little longer?
	Kyo	I have someone waiting after this. There's no time to waste on fodder!
VS. Sagat	Sagat	...Disappear, brat. You can't so much as scratch me.
	Kyo	You're pretty cocky, old man. If you underestimate me, It's not something a mere wound will settle, you know?
	Sagat	Oh? Then Come at me!
VS. Vega	Vega	Your strength... intriguing. Won't you join our organization?
	Kyo	Sorry, but I'll have to refuse. I'm not that It's not cheap
	Vega	Then I'll have to make you obey by force until you do.
VS. Akuma	Gouki (Akuma)	That stance, that intent... A user of fire, from the Kusanagi style, huh.
	Kyo	Not what your face suggests. You sure are diligent in your studies. Looks like you studied perfectly.
	Gouki	Ancient martial arts and the like It does not reach me!
	Kyo	Want to give it a try? "I'll make you regret it! You,"
VS. Hugo	Hugo	Wanna do pro wrestling with me?
	Kyo	Pro wrestling? I couldn't care less.
	Hugo	Fight me. If you lose to it, join my gang!
VS. Tabasa	Tabasa (Tabasa)	In ancient times, a clan that sealed away evil people... It is said their descendants
	Tabasa (Tabasa)	and you are one of them
	Kyo	Did such a thing happen? I've forgotten the old days.
	Tabasa	That power, I'll put you to the test!
	Kyo	Even if I get burned I don't know.
VS. Dan	Kyo	Something, There's someone suffocatingly hot...
	Dan	Mu, I— I told you I'm not some Robert-whatever guy! Huh?
	Kyo	
	Dan	I am of the Saikyo style It's a Hi-Bikidan (Flame-Drawn Bullet)! Take this!
VS. Dimitri	Kyō	What the... This stirring in my blood...
	Demitri	"Kukuku... That is" "You desire your blood to be sucked by me..."
	Kyo	!?
	Demitri	Tonight is likely to become a wonderful night!
VS. Rockman Zero	Ciel	(Are they really human? I feel an immense power... Zero! Be careful)
	Kyo	What is this guy? Can a doll move?
	Rockman Zero	— A human opponent... It can't be helped... Shall we do this...
VS. Brainwashed Ken	Brainwashed Ken	Uuuuuuuuu.
	Kyo	Is this one Orochi too?
	Brainwashed Ken	...my heart... Fulfill it for meooohhh!
VS. True Gouki (Oni)	Kyo	Whoa! What is this...!?
	真 Gouki (Akuma)	I am one who has mastered the fist. Show me your power!
VS. Red Armor	Kyo	...What is this place?
	Red Armorer	Gyagya!
	Kyo	Chii!! What the hell is this guy!!

Iori Yagami

Opponent Character	Message Character	Message Content
VS. Iori	Iori 1P	Do you... want to die?
	Iori 2P	To die is... ...you!
VS. Terry	Terry	Yo, Yagami You're as gloomy as ever.
	Iori	Get lost.
	Terry	Hey, wait! It's been a while Let's have a match!
	Anbu	Do you want to die that badly... No way! Don't use losing because you were da as an excuse!
VS. Mai	Iori	You... ...Are you underestimating me?
	Mai	Here! Let's begin!
	Iori	What a weakling... ...Know your place and die!
VS. Kim	Kim	I've thought for a long time, You absolutely must rehabilitate yourself!
	Iori	...Hmph.
	Kim	Return to the righteous path. ...Here I go!
VS. Choi	Iori	...Eyesore.
	Choi	Ookie! Because of that weird hairstyle,
	Choi	My appearance Your vision isn't clear. Isn't it, yansu?
	Iori	Don't think you'll make it back alive!
VS. Ryo	Ryo	押ぅ忍っ!!
	Hermitage	What the—who are you?
	Ryo	All right, Yagami, I'll personally train you!
	Iori	Do you want to die that badly...? This is ridiculous.
VS. Kasumi	Kasumi	Are you trying to make a fool of the T Those words— I'll make you take them back right no
VS. Mr. Karate		What the—who are you?
	Mr. Karate	My name is Mr. Karate. Take this fist and No one stood up!
	Iori	How tedious... ...Die.
VS. Earthquake	An	...You're in the way.
	Earthquake	GFFF u~~.
		It seems you want to die
VS. Genjūrō	Genjūrō	I don't like it... I'll kill you!
	An	I don't like it... I'll kill you!
VS. Iro	Iro	Your soul is yearning for someone...
	An	・・・
	Iro	Pitiable person...
	An	If that's the case, I'll take your soul i I'll do it as a substitute.
VS. Geinits	Geinits	It's been a while.
	Iori	...What do you want?
	Geinits	The power of Orochi, I intend to have you retur I was thinking...
VS. Geese	Geese	The power of Orochi... "I have not given up yet."
	Iori	"It would be better not to wish for exc It is called greed...
	Geese	This Geese has acquired everything he wanted. This time will be no exception!

*In this collection of messages, conversations with characters published earlier have been omitted.

	Iori	Your conceit... Know it through death!
VS. Mars People	Mars People	Pipopapepipepa!
	Iori	...!?
	Mars People	Pipah!
VS. Rampaging Iori	Iori	・・・!
		This is...
		Is that my appearance?
	Berserk Iori	Oooooo... I will kill you.
	Iori	I will not bow to someone like Orochi!
	Iori	Deception. I'll erase you!!
VS. Serious Karate	Hermitage	What do you want?
	Serious Karate	My fist, which has mastered the utmost limit, Take this!!
VS. Athena	Iori	:
	Athena	Huh? There's a human in a place like this...
	Iori	...Where is this, where am I?
	Athena	When asking someone something "\"Where is it?\"" Isn't that so?
	Iori	After you're dead I can't answer...
	Athena	Oh? Seems like you don't understand. I'll give you a punishment!
VS. Ryu	Ryu	Is that classical martial arts? The Kusanagi style... no, They do look very similar, though.
	Iori	Don't treat me the same as Kusanagi. I'll kill you.
	Ryu	Either way, they look tough. I'd like to have a match.
	Iori	You're an idiot... Die!
VS. Ken	Ken	...Anything you need?
	Iori	Hmph... I have no business with weaklings.
	Ken	Oh ho. How rare in this day and age. A sharp-edged young man, isn't he? Well then, shall I teach you a lesson?
	Iori	Hm. It will cost you your life.
VS. Chun-Li	Iori	Woman, Get lost if you don't want to die.
	Chun-Li	I won't die, and I will not leave!
	Iori	You...
	Chun-Li	What is it? If you have complaints Bring it on!
	Iori	You'll regret it in the afterlife.
VS. Guile	Guile	Indeed, strong. But you put too many distracting thoughts into your technique. It seems you're here.
	Iori	Shut up.
	Guile	Hatred creates nothing. Then for me as well You cannot win!
	Iori	The nonsense ends here... If you continue to interfere... Die!
VS. Dhalsim	Iori	!?
	Dhalsim	This is the power of Yoga. I will teach you as well, This wonderful secret art.
	Iori	...I don't need it. I have no use for street performance.
	Dhalsim	Good grief, Saving a heart covered by darkness is also part of training.
	Dhalsim	I will save you.
	Iori	You dare save me! Go ahead and try it, I think you'll only have regrets left.
	Dhalsim	By the blessing of Vishnu I will wrap it up for you.
VS. Bison	Hermitage	Ugh... you're a n eyesore. Get lost!
	Bison	How annoying It's your hair, you idiot!
	Bison	Can you even see me properly? Gahaha!
	Iori	You're an idiot... Could have survived without dying...
VS. Balrog	Balrog	Hmm. It's rough around the edges, but It isn't exactly beautiful, but not unbeautiful either.
	Iori	Secure your mask properly Put it on your head.
	Iori	A cry of despair Make sure it doesn't leak outside...
	Balrog	That hatred. That anger. Quite beautiful...
	Iori	Begging for life, is it... The person you chose to say that to was wrong. Die!
VS. Sagat	Iori	Hmph, a loser...
	Sagat	...What did you s ay, brat? You must have piled up nothing but meaningless defeats.
	Iori	There are no meaningful defeats. What exists is... It's a matter of life or death.
	Sagat	You bastard! I, who am an emperor, Do you mock it!
	Iori	Is it painful to expose yourself to public shame? If so, I'll deliver your final rites!
VS. Vega	Vega	Oh... , You have quite an i nteresting power.
	Iori	...So what of it?
	Vega	If you submit to my followers, you will gain even greater power You can obtain it, you know?
	Iori	Hmph, instead of power I will give you death.
VS. Akuma	Gouki (Akuma)	The lament of the dead... Are you also one who walks the path of carnage?
	Iori	It's only that the killings never stop. Around me, at least.
	Gouki	That is the miasma of a warrior...
	Iori	I don't care. If you want me to kill you, then come quickly!
VS. Hugo	Poison	Yeah! That's good. Now it's down to skill.
	Iori	Who the hell are you guys?
	Poison	Anyway, to make a long story short, it's a s ...It's your turn!
	Hugo	You're way too skinny. If you team up with me I'll train you thoroughly!
	Iori	...What are you looking at?
VS. Tabasa	Tabasa	Your The power that's mixed within you is very intriguing.
	Iori	...Get lost
	Tabasa (Tabasa)	Fufufu, my intellectual curiosity To satisfy it, as research material I will make you.
	Iori	You won't understand unless you die.
VS. Dan	Dan	Hyah-hoo! You seem pretty strong. Bring it on!
	Iori	...Get lost!
	Dan	Ora ora, what's wrong, Are you scared? Huh?
	Iori	...Regret it after you die.
VS. Demitri	Demitri	A struggle of two opposing bloods...
	Iori	Hmph... What a bunch of nonsense. I don't need you anymore!
	Demitri	to one of my rare servants Become accustomed to it. Consider it an honor!
VS. Rockman Zero	Ciel	(Zero! Be careful, Something... I feel an evil power...)
	Iori	・・・
	Rockman Zero	— a human irregula r... I guess that's it...
VS. Brainwashed Ken	Brainwashed Ken	No matter who it is ...I'll kill you!
	Iori	What the hell are you!?
	Brainwashed Ken	Guuuaaaah! Damn!
VS. True Gouki-An		This guy...
	Gouki (Akuma)	I am one who has mastered the fist. Fist of Shura, Taste it well!
VS. Red Arremer	Iori	What are you?
	Red Arremer	Gyaggya!
	Iori	Monster! I will roast you whole!

Terry Bogard

Opponent character	Message character	Message Content
VS. Terry	Terry 1P	Hey hey, don't do that. Aren't you embarrassed?
	Terry 2P	I am Terry Bogard. "You look like you want to say just that." "Fake one."
	Terry 1P	Ha!! You say that, huh Well, not quite to the level of strength Can't imitate that!
VS. Mai	Mai	Andy is He/She is nowhere to be found. Terry!
	Terry	A-Andy's?
	Mai	I don't know. ...You, You know something, don't you!?
VS. Kim	Kim	It's been a while I request a spar with you. Is that all right?
	Terry	OK! Let's have some fun!
VS. Choi	Terry	Kid, what's wrong? Are you lost?
	Choi	Key attached I'm not a monk, you know!
	Terry	What the— So you're a tiny old man, huh?
	Choi	Mukki—! I won't forgive you, yansu—!!
VS. Ryo	Terry	It's about time, Shall we finish this?
	Ryo	Ah, just what I wanted.
VS. Kasumi	Kasumi	Where is Father? If you try to hide things, you'll get hurt!
	Terry	Father is— Is that old man Tōdō? I don't know him.
	Kasumi	Huh! Are you ready...?
VS. Mr. Karate	Mr. Karate	You brat! If you want to pass through here, defeat me and go on!
	Terry	こぞうって... What are you doing, Takuma?
	Mr. Karate	Shut up, I am Not Takuma! I'm Mr. Karāte!
	Terry	Well, if I peel off th at tengu mas k, I'll know who you are.
VS. Earthquake	Earthquake	Hey, boy. Fight me!
	Terry	Ha! What, you're hu man? I thought you were another pig statue!
		Earthquake, is that you? Bring it on! I'll grind you to mince!!
VS. Genjūrō	Terry	Hey, hey, That's some intense killing intent.
	Genjūrō	Wanna give it a try?
	Terry	Come on, Samurai!
VS. Iro	Color	You are not strong enough...
	Terry	Ha! Want to give it a try?
	Color	...You will die.
VS. Geese	Geese	Terry Bogard. I wish to witness your power.
	Terry	OK! Bring it on!
VS. Geese	Terry	Geese! You're still alive!?
	Geese	Hmph! I am immortal. It seems the time has come to repay a debt. It seems you have arrived.
	Terry	Attach a noshi I'll give it back to you!
VS. Mars People	Terry	...Devil Fish!!
	Mars People	Pivopapipopepa.
	Terry	...doesn't seem to be that.
VS. Rampaging Iori	Berserk Iori	Futs, Hoots.
	Terry	What's wrong? Do I feel sick...!? Yagami, huh!
	Berserk Iori	Ooooooooh!!
	Terry	Don't worry, I'll make sure I'll put you to sleep!
VS. Serious Karate	Terry	That's more like it! I've wanted to fight you seriously at least once!
	Serious Karate	...Come!
	Terry	OK!
VS. Athena	Terry	...Where is this?
	Athena	This is the heavenly realm.
	Terry	!! "And you?"
	Athena	I am Athena... ah! Right now, about me You looked at me with lewd eyes, didn't y
	Terry	...Huh?
	Athena	I cannot forgive this, I'll give you y our punish
	Terry	ment! W-wait a moment please wait.
VS. Ryu	Terry	Hey! Karate man!
	Ryu	It's karate, karate! And I... Not the same as a bare-knuckle fighter!
	Terry	Oh, sorry. From next time I'll study Ka I'll do it.
	Ryu	I'll teach you now. With my fists!
VS. Ken	Ken	You somehow, You give off the same scent as me.
	Terry	Ah. I think so too I was just there.
	Ken	Wanna do it?
	Terry	OK! Let's make it flashy!
VS. Chun-Li	Chun-Li	Hmm, You are the one from South Town The famed "Hungry Wolf," huh.
	Terry	Who are you? She may be a lady, but She doesn't seem particularly fragile.
	Chun-Li	Especially the legs, Is that what you want to say?
	Terry	...No one said anyth ing like that.
	Chun-Li	Be quiet! Let me see how goo d the rumored Ter
	Chun-Li	ry Bogard really is...
	Terry	I'll test you right now! If you want to fight You should have said so from the start. What's your name?
	Chun-Li	Chun-Li.
	Terry	It's Chun-Li. I'll remember that. Well then... here I go!
VS. Guile	Guile	Undefeated in South Town The legendary Hungry Wolf Is it Terry Bogard?
	Terry	Hm? Who are you? ...HaHaHa!
	Terry	Sorry, but to the cauliflowe You don't have an
	Guile	y acquaintances! Well t hen. To be blunt, what have you been snooping around concernin
	Terry	That is... Top secret!
	Guile	As I thought, must I ask that body then? Let's go!
	Terry	You're easy to read! OK! Come on!
VS. Dhalsim	Terry	You're thin. If I hit it, it feels like it would break.
	Dhalsim	No need to worry. A body trained by the secret arts of Yoga I will not break easily.
	Terry	OK! Then I'll go without holding back!
	Dhalsim	Yogah
VS. Bison	Terry	Boxers all seem to have stupid-looking heads.
	Bison	You're similar too Isn't it something like that
	Terry	Hahaha! OK! Two of a kind Let's have some fun!
VS. Balrog	Terry	That utterly contemptuous attitude towar I don't like it.
	Balrog	Advanced values and spirituality are for nothing like the mundane There is no way you could understand.
	Balrog	You should be ashamed. And kneel!
	Terry	Wolves do not submit to people
	Balrog	Hmph! If you die, put on a death shroud I will give (it) to you. "...with your blood!"
VS. Sagat	Terry	Joe!"
	Sagat	・・・。

Reference Volume

Continued: Terry Bogard

Opponent character	Message character	Message content
VS. Sagat	Terry	"...for all that, it's pretty big." OK! Bring it on!
	Sagat	You want to fight out of the blue... Well, fine...
	Sagat	Experience in full the prowess known as the Emperor
VS. Vega	Terry	Heh, This is worth defeating It seems likely.
	Terry	Feels like a stereotypical evil boss. Isn't that right?
	Vega	You simpleton who fancies yourself a hero of justice. Also to gauge the opponent's ability Can you do it?
	Terry	I'm measuring it carefully. It will be a close match.
	Vega	Heh heh heh, You fool who knows
VS. Akuma	Terry	nothing! I've heard rumors of a monstrously strong demon. ...Is it you?
	Gouki	When fists meet, death's scent lingers. Do you say you are fearless?
	Terry	So that's how it is! I can fight you I'm thrilled!
	Gouki	Foolish... Your ignorance will be your downfall!
VS. Hugo	Terry	He's huge. Well, as long as you don't get caught, it's no big deal.
	Poison	フフ･･･。 All right, I have to grab on. ...It's my turn!
	Hugo	My power is megatons-class! You can't run away!
VS. Tabasa	Terry	Is that outfit of yours being made to float by a magic trick? Teach me too!
	Tabasa (Tabasa)	This is not a magic trick. This is called ultra-modern magic science
	Tabasa (Tabasa)	･･････････ You, Are you listening?
	Terry	S-sorry. い Give me a break already.
	Tabasa (Tabasa)	Well then, to you as well In an easy-to-understand way Shall I show you?
	Terry	OK! That would make it easy to understand!
	Tabasa (Tabasa)	Well then... here I go!
VS. Dan	Terry	Hey! Robert!
	Dan	Huh? Who do you think you're talking to?
	Terry	Huh? Who are you?
	Dan	...Good grief! All of you jerks!
	Dan	I am of the Saikyo style 火 It's a recoil shot! Don't make me say it again!!
VS. Demitri	Terry	Vampire? Hey, come on, that's a harsh joke.
	Demitri	Hah. It doesn't hurt. It ends in an instant.
	Terry	Ha! Even your ass Suck on this!
VS. Rockman Zero	Terry	HEY！BOY！ If you stay in a place like this It's dangerous
	Rockman Zero	fu... Dangerous... Huh.
	Terry	You seem full of confidence I like that kind of thing. Shall we give it a go?
VS. Brainwashed Ken	Terry	！？ There is no life in (his) eyes. Hypnosis?
	Brainwashed Ken	Ugh... Right now... I... can't... Kill! That's all!
	Terry	Then I'll do it. I'll wake you up!
	Brainwashed Ken	Uuuuuuuoooohhhh!
VS. True Gouki	Terry	！！ This ki...
	Zangief	Perish!
	Terry	Hmm... Is this a bit dangerous?
VS. Red Arremer	Terry	Here...
	Red Arremer	Gogya Gya Gyuu!
	Terry	I've fought all kinds of guys I've been fighting, but...
	Terry	I never thought I'd end up fighting a hell demon! Red Army Gogyat!

Mai Shiranui

Opponent character	Message character	Message content
VS. Mai	Mai 1P	No matter how much you imitate me, you won't be able to steal Andy's spirit!
	Mai 2P	You there! The one who hid him!
	Mai 1P	Prepare yourself! I'll teach you a lesson!
	Mai 2P	I won't give Andy up!
VS. Kim	Mai	Mr. Kim! You don't know Andy?
	Kim	No, I don't know.
	Mai	Oh, is that so. Well then!
	Kim	Wait a moment!
	Kim	To you, a little On femininity I must teach you, then.
	Mai	What!?
VS. Choi	Mai	Mr. Choi, Haven't you seen Andy?
	Choi	I didn't do anything I don't know about that. ...Andy-san or something.
	Mai	!? What? You know something, don't you?
VS. Ryo	Ryo	The Power of Shiranui Let's see what it's capable of Show me!
	Mai	You're as lively as ever Fine then, Bring it on!
VS. Kasumi	Kasumi	Hah, Mai. Your proportions are nice.
	Mai	Hohoho, the secret is love!
	Kasumi	...Love. It's a passionate love, isn't it.
	Mai	Hey! Wait a minute! Andy is You're not bald!
	Kasumi	Huh? Huh?
VS. Mr. Karate	Mai	Ah! Takuma! Haven't you seen Andy?
	Mr. Karate	My name is Mr. Karāte! It is not Takuma!
	Mai	Oh, is that so. So, where's Andy?
	Mr. Karate	If you want to know, Defeat me if you can!
VS. Earthquake	Mai	Kyaa, Amazing meat!!
	Earthquake	GFF~, You can't talk about other people's breasts either! It's the same as the flesh on my belly!
	Mai	How rude! With your flesh Don't lump me in with that!
VS. Genjūrō	Mai	Oh, what a lovely samurai. Don't you know my Andy?
	Genjūrō	A kunoichi. What do you mean by seducing me? Make me laugh
	Mai	Hey! Listen properly!
	Genjūrō	What a noisy one. Annoying... Die!
VS. Iro	Mai	Where Andy is ...I guess there's no way you could know.
	Color	･･･I am just, I live only for that person.
VS. Gehnitz	Gehnitz	It's been a while, miss.
	Mai	Who are you?
	Ge-Nitz	It's me. It's Gehnitz.
	Mai	Ah, I see! These days even hitting on people They're getting elaborate, aren't they.
	Ge-Nitz	Phew, even if it's divine guidance... well, all right. Become a sacrifice for my god.
VS. Geese	Mai	Geese! Scream—A ghost!
	Geese	You are... Bogard's...!?
	Mai	Begone, evil spirit!
VS. Mars People	Mai	Jellyfish?
	Mars People	Pipopapo.
	Dance	Sh-she spoke!
	Mars People	Pipo!
VS. Rampaging An	Dance	Hey, you! Going on a rampage isn't a good solution!
	Berserk Iori	Ooooooh!
VS. Serious Karate	Mai	Huh? Takuma-san... wait, It feels different from usual.
	Serious Karate	It's not Takuma! It's Mr. Karate! Here I come!
	Mai	Huh? Huh?
VS. Athena	Mai	Wearing a bikini like that, and with men staring at you You mean you're trying to attract them!
	Athena	...I don't want you to tell me that... Whi
	Mai	ch of us is more attractive— it's a sexy showdown!
VS. Ryu	Ryu	Excuse me, can you tell me the way... Whoa!?
	Mai	W-What is it? Don't be surprised by someone's outfit all of a sudden.
	リュウ	Th-that odd outfit of yours What on earth...
	Mai	How rude! It's the traditional Shiranui-style ninja attire, so it's a shinobi outfit!
	Ryu	A shinobi outfit? That warning-colored kind of thing?
	Mai	...It seems you need to be punished!
VS. Ken	Ken	･･･ゲ
	Mai	Huh?
	Ken	Geisha?
	Mai	How rude! No matter how you look at it, a "kunoichi" Of course it is!
	Ken	My bad, my bad. Well, it's just that, um, in other words, What the...
	Mai	What an unpleasant person! Japanese-style etiquette I'll teach you!
VS. Chun-Li	Chun-Li	Hey you! Dressed like that Could you not walk around the town?
	Mai	What do you mean by that outfit! In the traditional shinobi attire Do you have a complaint?
	Chun-Li	There is a big one. Change into decent clothes Change your clothes!
	Mai	Even you Your legs are thick
	Mai	It might be impossible with a normal siz
	Chun-Li	e but, well—ah! You said it!
	Mai	I told you!
	Chun-Li	What is it?
	Mai	What the—
VS. Guile	Guile	Japanese women Moderately reserved and modest I heard it, but...
	Mai	Is that so? Do you have any questions?
	Guile	Well, you know, there are always exaggerated advertisements everywhere.
	Mai	How rude! Even someone modest and reserved like me will go wild!
VS. Dhalsim	Dhalsim	First, remove the excess flesh from the body Cut it away. If you do that, your movements will become
	Mai	...Mind your own business. And I have no extra fat at all!
	Dhalsim	Why do you speak falsehoods? Training begins with being honest with oneself.
	Dhalsim	For example Your true weight is...
	Mai	Kyaaaa! Stop it, stop it!
	Mai	Oh, come on! By force I'll make you shut up!
VS. Bison	Bison	Be my woman. I'll give you a good time!
	Mai	Too bad for you! I do have someone who has properly promised me a futu
	Mai	べえー。
	Bison	I'm far stronger than those weak men around here. If you're going to change yo
	Mai	Being strong isn't everything, you know!
	Mai	Besides, Andy is far stronger than someone like you!
	Bison	Tch! I'll leave you a little damaged.
	Bison	For women like this, I have to make you understand with your body!
	Mai	You only seem capable of brute force. You'
VS. Balrog	Balrog Mai	re the one who can make someone understand with their body! Oh, quite beaut Actually, he's a pretty
	Balrog	good person, isn't he? Thinking about that body stained red I'm so excited I can feel my body tren
	Mai	...I take back what I said. looking to settle things quickly I'll put it on for you.
VS. Sagat	Mai	"You said, 'A beauty like this will fight for you,' Why not put on a slightly delighted f
	Sagat	That's the expression you're wearing Is that your look! Fool!
	Mai	You don't have to be bashful♪ Now, let's begin the match
	Sagat	･･･
VS. Vega	Vega	Fuhaha, woman! Have you come to become prey to my psychic power!
	Mai	Psycho... When you say that, What an unpleasant feeling!
	Vega	Muahahahaha!! Spouting something amusing.
	Vega	With that body Know your own foolishness!
VS. Akuma	Mai	Whoa, what a scary face. You look just like an oni.
	Akuma	Get out of here right now.
	Mai	This is troubling. The dog, the monkey, and the pheasa are not enough.
	Gouki (Akuma)	⋮
	Mai	For now, I'll be the main character. I'll take care of it, though, There's a shortage of supporting role
	Akuma	...Vanquish!
	Mai	Kya! So sudden... Impatient people are disliked!
VS. Hugo	Poison	Hmm, well, you pass, I guess. Though you're just a ring girl.
	Mai	Hey! What are you talking about?
	Poison	Sorry, but you will work for us.
	Hugo	Do not worry. I'll feed you plenty I'll let you eat.
VS. Tabasa	Mai	You, You're wearing strange clothes.
	Tabasa	To study demonology, this is the most functional attire.
	Tabasa (Tabasa)	In that respect, your outfit is Needlessly revealing skin, it's not functional...
	Mai	G-Get lost! Now, here I go!
	Tabasa (Tabasa)	...Have I angered you? Conflict is a waste of time, but it can't be helped.
VS. Dan	Dan	It is I the world's strongest man, 火 the bullet draw!
	Dan	Hey, you coward! I'll show you a living legend!

	Mai	...You're annoying... you.
VS. Dimitri	Dimitri	My lady, if possible, this evening, Please be my opponent Would you do me the favor?
	Mai	Hey, Even though you are so charming, That idiot, always saying training, training...
	Demitri	What's the matter? Young lady?
	Mai	Shut up! Go away!
VS. Rockman Zero	Mai	What is it? That cute one! So sparkly!!
	Rockman Zero	...? Are you talking about the Cyber-Elf?
	Mai	Ugh— To big sister too Give me one, please
	Rockman Zero	, another irregularity... huh How pitiful...
	Mai	Wh- What do you mean!? Are you making fun of me I won't forgive you!
VS. Brainwashed Ken	Brainwashed Ken	Shuuuu... ...I'll destroy everything.
	Mai	Huh, what? Could it be berserk Is it popular?
	Brainwashed Ken	Uuuuuoooohhh!
VS. True Gouki	Mai	You... what on earth are you...?
	Zangief	Annihilation!
VS. Red Arremer	Mai	How about here?
		Red Army, gyagya!
	Mai	W-what?

Kim

Opponent character	Message Character	Message Content
VS. Kim	Kim 1P	Huh, it's you again. Why don't you stop imitating me already?
	Kim 2P	That's my line!
	Kim 1P	It seems saying it out loud You don't seem to understand!
	Kim 2P	That's my line!
VS. Choi	Kim	In a place like this What are you doing?
	Choi	Eek! It's Kimu's husband! This is... well... Yes! It's training, y'know!
	Kim	Oh... Then I, I will engage (with you). Let's have some fun.
	Choi	W-If it comes to this... I'm going all out!
VS. Ryo	Ryo	...today Do you have no companions?
	Kim	Hahaha. Even I, I don't always drag them around you know.
	Ryo	Well, fine. Meeting you here must be fate May I ask you to teach me?
VS. Kasumi	Kasumi	Mr. Kim! Long time no see.
	Kim	Ah, Toudou-san's place... Let's have a sparring match Shall we go?
	Kasumi	As you wish.
VS. Mr. Karate	Kim	? You are...
	Mr. Karate	I am Mr. Karate!
	Kim	I see... How about it? Fight me May I receive it?
	Mr. Karate	Very well! Bring it on!
VS. Earthquake	Kim	Oh, this is... A villain worth reforming.
	Earthquake	—who the hell are you? You want to be killed?
	Kim	Your twisted personality Let me fix you!
	Earthquake	, you idiot, I won't be bound by anyone!
VS. Genjūrō	Kim	Wielding something like that is Stop that!
	Genjūrō	Huh? What are you?
	Kim	Even without using weapons I will teach you that you can become strong enough!
	Genjūrō	It seems that, It seems you want to be killed.
VS. Iro	Kim	Something, Do you have some worries?
	Color	・・・。
	Kim	This is also the path of justice. Shall I give you some advice?
	Color	Don't leave it alone...
VS. Gehnits	Kim	You scoundrel pretending to be a cleric!
	Ge-Nitz	Then you are "A hypocrite waving the banner of justice," is that about right?
	Kim	What sophistry! That twisted heart, Let's retrain you!
VS. Geese	Kim	We cannot allow evil like you to run free. Don't go! !
	Geese	Trash...
	Kim	How dare you mock me... I will make you regret it!
	Geese	Hmph!
VS. Mars People	Kim	This is!
	Mars People	Pipopapopope!
	Kim	You alien invader from outer space! I'll punish you!
VS. Rampaging	Kim	Have you finally lost yourself...?
	Berserk Iori	Ooooooooooo!
	Kim	I will lead you to the righteous path I'll put you back!
VS. Serious Karate	Kim	M- I can do it!
	Serious Karate	This is exactly My true power!
	Kim	I see. Then I will too, I'm going all out!
	Serious Karate	Very well! True strength, I'll show you!
VS. Athena	Kim	Put your clothes on! Aren't you ashamed?
	Athena	This is my It's the style. Doesn't it suit me?
	Kim	Such a thing I'm not saying that! Just keep your clothes on!
	Athena	I rather like it I'm having fun, though...
VS. Ryu	Kim	As expected. Just at the edge of my striking distance To be watching cautiously.
	リュウ	A renowned Taekwondo practitioner when I become the opponent, I will consider this as well.
	Kim	What is your name? I can hear you.
	Kim	No need to hold back. Take one more step forward.
	Ryu	...Alright!
VS. Ken	Ken	Karate, is it? No, that's not it. Taekwondo, then.
	Kim	Exactly. My country's pride and tradition. This is the strongest martial art.
	Ken	Whether it's the strongest You don't know, do you?
	Kim	Then I will prove it now I will give it to you. Warm up your body.
	Ken	What a gentleman. But I'm always ready!
	Kim	Pure and noble. Now then!
VS. Chun-Li	Chun-Li	Excuse me. I'm with Interpol
	Chun-Li	You are sheltering a criminal or so I've heard I have some information...
	Kim	Ah, Are you talking about those two? They are still being reformed.
	Kim	Just a little longer with me Leave it to me.
	Chun-Li	Such selfishness is Not allowed! Turn them over to the authorities!
	Kim	My sincerity can't be believed is that so!
	Chun-Li	If you refuse to hand over the person in custody I will exercise my ability!
VS. Guile	Kim	Wonderful!
	Kim	Speed and power Well-equipped, What an ideal physique!
	Guile	You're quite something yourself. He looks tough.
	Kim	Have you ever fought against Taekwondo?
	Guile	No, there isn't. However, in Korea it was even adopted by the military It was supposed to be a martial art.
	Kim	Hahaha, that's right. So, how about one then?
	Guile	I will be your opponent.
VS. Dhalsim	Kim	The mysteries of Yoga. I've heard rumors, To think it would be this much...
	Dhalsim	No wonder you're surprised. However, with training, anyone can achieve this level.
	Kim	If you incorporate those extending limbs into Taekwondo, you'll truly be unbeatable! One match—I'd like to spar with you!
	Dhalsim	Very well. Bring it on.
VS. Bison	Kim	Oh ho, is that you
	Bison	? You know me? I'm impressed. I might even go easy on you a little.
	Kim	Despite having considerable ability, you've been rough in fights They say you were expelled
	Bison	from the
	Kim	industry. ...What are you trying
	Kim	to say? I will reform you as well. Reforming two people is the same as reforming three.
	Bison	Correction? What's that? If you can do it, Try me!
	Kim	That my true feelings do not reach you means evil Evil will not be forgiven!
VS. Balrog	Kim	When did you get taller... And, on closer inspection It's not just a little.
	Balrog	What a pitiable man who cannot even distinguish my beauty from the many
	Kim	That cold look in your eyes... How many evils have you accumulated
	Balrog	until now? What I have pursued is beauty. No matter how many
	Kim	people die for that, that is not an evil deed. What foolish thought... Unforgivable!
VS. Sagat	Kim	A fighter of your caliber, Why are you a lackey of evil? It has been reduced to this!
	Sagat	There is neither evil nor justice! What I seek is strength alone.
	Kim	If you can't believe in justice, I will show that strength. Let me prove it to you.
	Sagat	All right, bring it on! As the emperor I will take it all on!
VS. Vega	Kim	This is... genuine, 100% pure What an evil person.
	Kim	Honestly, Chanya and Choi look so adorable.
	Vega	Hahaha! I am the Dark Emperor Vega The name of the one who rules the world!
	Kim	Evil... I won't forgive it!
	Vega	You fool, Of my psycho power I'll make them my prey!
VS. Akuma	Kim	That power of yours, so fulfilled, why don't you use it for justice!
	Gouki (Akuma)	In power, there is neither justice nor evil. Your own strength Only pursue!
	Kim	You are wrong! Lose to me Change your mind.
VS. Hugo	Kim	...This is a great physique. Better than Chang, it seems.
	Hugo	Do you need something? Do you want to become my partner?
	Kim	Your blessed body, In taekwondo Would you like to make use of it?
	Poison	Then let's have a match —if you lose, join my organization! Ha ha ha!
	Kim	I will not lose!
VS. Tabasa	Tabasa (Tabasa)	Is this taekwondo? Martial arts that focus primarily on kicking I'm not interested.
	Kim	Wait! I will teach you its greatness, together with And together I will show you
	Tabasa (Tabasa)	Justice... is it? That, of all things, is intriguing.
	Tabasa (Tabasa)	The justice you speak of, Allow me to examine this hypothetically.
	Kim	There is no need for that. The path I believe in Because it is justice.
	Tabasa (Tabasa)	That's reassuring. That's exactly what makes it worth investig That is something to be expected.
VS. Dan	Kim	If you're a fighter yourself, If you tighten yourself up a bit more How about it!
	Dan	What the hell are you all of a sudden! Want to get punched in the face?
	Kim	You don't seem to understand, so I will retrain you for your sake!
VS. Demitri	Kim	Non-human! Do you have any business in this world?
	Demitri	Fufufufu, this world is— Worthy of being ruled by me
	Kim	As long as I exist in this world, There is no flourishing of evil!
VS. Rockman Zero	Rockman Zero	, you're in the way...
	Kim	I am the embodiment of justice Treating me like a nuisance...
	Kim	Could it be, Are you an evil person?! (twinkle)
	Mega Man Zero	— Well, in a sense... That may be so...
VS. Brainwashed Ken	Kim	It seems to be evil It seems you have been captivated.
	Brainwashed Ken	Ugh, whoaah! ...to pure destruction Good and evil are meaningless... they are w
	Kim	It can't be helped. I will unleash it. for your sake!
VS. True Gouki	Kim	To swing your fists without any sense of jus An act unworthy of a fighter!
	真 Gouki (Akuma)	Preposterous!
	Kim	To someone like you, I shall deliver the hammer of justice Bring it down for me!
VS. Red Armer	Kim	Such a thing There shouldn't possibly be such a thing!
		Red Army, gyagya!
	Kim	I must reform correctly!

Choi Bounge

Opponent character	Message Character	Message Content
VS. Choi	Choi 1P	Hah, I too have become famous, haven't I?
	Choi 2P	However, there is no need for two of me in this world.
VS. Ryo	Ryo	Oh, you're alone today. Where's the big guy?
	Choi	It's none of your business!
	Choi	I am all alone, You are nothing to me I'll have you down in an instant!
	Ryo	You're quite spirited, aren't you? All right, bring it on!
VS. Kasumi	Kasumi	Huh? You, at Mr. Kim's place...
	Choi	Ah, darn it! Keep it secret from Mr. Kim Please keep it to yourself!
	Kasumi	Hmm, suspicious!
	Choi	A-anyway I'll keep it secret!
VS. Mr. Karate	Choi	・・・？ Feels like I've seen you somewhere before...
	Mr. Karate	Th-That can't be possible. This is our first meeting...。
	Choi	...!? Could you be, Tak...?

Choi Bonge continued

Opponent character	Message character	Message content
VS. Mr. Karate continued	Mr. Karate	Key!
		Stop babbling! It's a match!
VS. Earthquake	Choi	From Cha, Chan's husband It's huge, isn't it?
		Earthquake, is it small? Will you kill?
	Choi	Kirān. Cut into pieces and line them up in front of our shop!
VS. Genjūrō	Genjūrō	...What the hell are you?
	Choi	It's nothing... really.
	Genjūrō	You're an eyesore, die!
VS. Iro	Color	If you don't move, you'll die, you know?
	Choi	As for me Don't die, ya know—.
	Color	･･･。
VS. Geese	Geese	I have no use for a s mall fry like you.
	Choi	Key! Even though the body is small But the inside is big, y'know!
VS. Geese	Choi	I won't forgive evil! Just kidding, y'know~!
	Geese	Hmph.
	Choi	Ah, That really ticked me off, yansu!
VS. Mars People	Mars People	Pipopapetpopipa.
	Choi	It's a rare creature, isn't it? Catch it and hold it high I'm going to sell it to you.
VS. Rampaging An	Choi	Huh? Doesn't the atmosphere feel different? Is this a makeover?
	Berserk An	Oooooooo!
	Choi	W-What is it?!
VS. Serious Karate	Serious Karate	Come!
	Choi	"What do you mean 'Come'?
	Serious Karate	If you won't come I'm coming through!
	Choi	What is it, yansu? All of a sudden!?
VS. Athena	Choi	Where am I?
	Athena	This is the heavenly realm.
	Choi	...which means, I've died... So that's how it is?
	Athena	No, Due to our mistake...
	Choi	What do you mean by "mistake"?! Hurry up and put it back!
	Athena	W-wait a moment Calm down!
VS. Ryu	Ryu	That's an unusual stance. It resembles taekwondo... It's not impossible.
	Choi	Ukki I am genuinely a A Taekwondo user, yansu—
	Ryu	Taekwondo with iron claws. Interesting. Will you fight me?
	Choi	Ukikiki! (a playful monkey-like laugh) To the rust on your claws I'm gonna do it, yansu!
VS. Ken	Ken	Short old man! Will you fight me?
	Choi	Are you talking about me? How rude of you.
	Ken	I'm not someone like you Doing it with a strange guy I love you.
	Choi	Ukiki. Since being turned into a catfish It'll be too late for regrets, yansu!
VS. Chun-Li	Choi	I can tell, yansu. You are a police officer, yansu!
	Chun-Li	You understand well, don't you. Oh? Now that you mention it, You are wanted...
	Choi	The grudge from that time, I'll settle this here and now, Yansu! -
	Chun-Li	What an incredible grudge. "All right, I'll deal with you!"
VS. Guile	Guile	Child with a knife Don't play around!
	Choi	I'm not a child Yansu! I'm a proper adult, yansu!
	Guile	Don't lie. All children say that.
	Choi	Key!! I won't forgive you!
VS. Dhalsim	Dhalsim	O man ensnared by desire Learn yoga, strengthen your body and mind,
	Choi	and return to t he righteous path . Enough of that
	Dhalsim	kind of sermon from on ly Kim's husband! If yo ur limbs begin to stretch
	Choi	, your height will naturally increase. You too will be freed from suffering ...ju-just a little My heart was moved. What should I do?
	Dhalsim	First, Discard all desires.
	Choi	・I can't do it, y'know
	Choi	After all, doing it this way is better, It suits me, ya know I'm coming, ya know—!!
VS. Bison	Bison	Move or I'll stomp you to death! You little runt!
	Choi	A man who doesn't know how to speak is he, yansu.
	Choi	I'm swapping places with you To Kim's husband I'll have you correct your ways, y'know!
	Bison	Who is that person? I don't understand what you're saying I'll crush you!
	Choi	I'll slash you up too! And, yansu~!
VS. Balrog	Choi	Fu— I'm famous now, aren't I? I'm famous now, aren't I?
	Choi	But I'm not wearing a mask or anything, yo
	Balrog	u know? How ugly.
	Choi	Kyaa! You're cosplaying as a person yet what are you saying?!
	Balrog	I can't stand it... Atone with death!
VS. Sagat	Sagat	You trash. Get out of my sight...
	Choi	Whether it's trash or not, I'll give it a try, y'know.
	Sagat	No need to even try. Trash is trash no matter how far it goes nothing more than trash.
	Sagat	To the one called the Emperor, There's no time to play with trash
	Choi	Trash, trash, trash... That makes me f!
	Sagat	urious! ...It seems you truly want to become real trash.
VS. Vega	Choi	Evil will not be forgiven! Just kidding, Yansu
	Vega	Hmm, You seem like someone who can understand reason.
	Vega	a runner for the organization I'll use you. Now, kneel and obey me.
	Choi	Don't make fun of me, y'know! Even I, I have pride, y'know!
	Vega	Better throw away your stingy pride. Well, what now? Obey me!
	A little	No thank you!
VS. Akuma	Gouki	Flye— Get lost!
	A little	What a terrible fly this is! Even so, I am I'm a master of fighting, ya know!
	Akuma	...Spare me that nonsense until the afterlife.
	Choi	Uki!! Who do you think you are, yansu! I'm angry, yansu!
VS. Hugo	Hugo	...How small-minded, We don't need you in our corps.
	Choi	Kyaa! You called me small, I told you so!
	Hugo	Don't loiter at my feet If I trample on it, You'll be squashed, okay?
	Choi	Mukki—!
VS. Tabasa	Tabatha	･･･ (How small... Is this a creature from this world?)
	Choi	Ah! Just now about me "So short!" I thought so, yansu!
	Tabasa (Tabasa)	And then, The ability to read people's minds Is that so!?
	Choi	Kii—! Just as I thought!
	Tabasa	Indeed, how interesting! For the establishment of ancient super magic, let me conduct research.
	Choi	Cut cut cut cut I'll cut you to pieces!
VS. Dan	Choi	Huh? You are of the Kyokugen style...?
	Dan	Huh? Who are you talking to?
	Choi	Huh? Who are you?
	Dan	火
VS. Demitri	Choi	Vampires, huh... He's not here, ya know.
	Demitri	Heh, I'll make you my servant.
	Choi	Oookee! This must be a dream, yansu! It must be an illusion, yansu!
VS. Rockman Zero	Choi	You, So small, y'know. \"It'll raise likability, y'know~
		Rockman Zero, you're in the way, move
	Choi	...My likability has gone down, yansu
VS. Brainwashed Ken	Brainwashed Ken	Uuuuu.
	Choi	Something strange is here I'm here, aren't I?
	Brainwashed Ken	Uooooooh!! I'll kill you!
	Choi	What the heck is that!?
VS. True Gouki	Choi	Th-this is a bit... This is bad, isn't it.
	True Gouki	Todoroki!
	Choi	Eek! It's me—!!
VS. Red Armorer	Choi	As I thought, I am It seems I've fallen into hell...
	Red Armored Soldier	Guggya!
	Choi	Yikes! Here it comes!

Ryo Sakazaki

Opponent character	Message character	Message Content
VS. Ryo	Ryo 1P	The guy with the same face Just watching Nothing annoying about it.
	Ryo 2P	Same here.
	Ryo 1P	Then it's enough to defeat you.
	Ryo 2P	The one who will fall is... It's you!
VS. Kasumi	Kasumi	Ah! Ryo Sakazaki!
	Ryo	Oh, Toudou's.
	Kasumi	He's my father's nemesis! Are you ready...?
VS. Mr. Karate	Ryo	The time for a generational change has come.
	Mr. Karate	Not good enough yet.
	Ryō	I'll make you understand.
	Mr. Karate	How about that.
VS. Earthquake	Ryo	So just go out, will you? Is that what you're thinking?
	Earthquake	GFFFuu— You're the one who's tiny isn't it?
		Ryo, using a kusarigama these days. Earthquake, it's just right for guy s like you... I'll show you (just you wait)!
VS. Genjūrō	Genjūrō	Hmph... a martial artist, huh. What a pathetic race...
	Ryo	Ah? With your body Wanna give it a try?
	Genjurou	Regret it in the afterlife.
VS. Iro	Color	You, You are not qualified to consort with me.
	Ryo	? What are you talking about?
	Color	Go die.
	Ryo	What a rude woman. I'll beat you to a pulp!
VS. Goenitz	Ryo	You are...!
	Ge-Nitz	Ryo Sakazaki. I would like to see your power.
	Ryo	May I see it? Very well. Kyokugen-ryu Karate, I'll show you so much you'll hate it!
	Ge-Nitz	A pleasant breeze has begun to blow.. Now then, here I go.
VS. Geese	Ryo	You villain. I'll beat you up.
	"Geese	Hmph! Do you really think you can beat me? Is that what you're thinking?
VS. Mars People	Ryo	What is this guy? What on earth is going on?
	Mars People	Pipopabi.
	Ryō	I don't understand the meaning. I don't understand the meaning.
	Mars People	Pipopapipo.
VS. Rampaging An	Rampage Hermitage	Ooooooo
	Ryō	...Crazy.
	Rampage Hermitage	Ooooh!
VS. Serious Karate	Serious Karate	I'm going all out!
	Ryo	Bring it on for real!
VS. Athena	Ryo	Hah! Where is this place?
	Athena	This is the heavenly realm.
	Ryo	Haha, what is this, heaven? Hurry up and put it back. You bastard!
	Athena	Kyaa.
VS. Ryu	Ryu	The strongest tiger. I had heard rumors about you.
	Ryo	...That was about your partner, though I'm actually on the dragon's side.
	Ryu	T-That was rude. \"The poorer one\" Ryu That was it.
	Ryo	...I'm poor, so I can't afford to pick a fight I'll sell it to you from here
	Ryu	W-wait. Did I offend you?
VS. Ken	Ryo	If you're wearing a gi, train your spirit as well.
	Ken	Are you talking to me I have nothing to do with that!
	Ryo	It can't be helped... I'll beat you to a pulp.
VS. Chun-Li	Ryo	Even against a female opponent I won't show mercy.
	Chun-Li	I'm grateful, So it's all right for me to get serious,
	Ryo	Let's go! Push おーー Ninja!
VS. Guile	Guile	That's right. Don't come any closer. The Sonic Boom will shred you like a rag.
	Ryo	That's my line. One more step closer and your proud set will fall apart, you know?
	Guile	･･･
	Ryo	･･･
	Guile	Huh!
	Ryo	Take this!
VS. Dhalsim	Ryo	...There's no openings. Not bad, old man.
	Dhalsim	You, youth who devote yourself to fi Learn yoga, Find peace of mind.
	Ryo	I've had enough lecturing. Say any more and I'll blow you away mountains of India, okay?
	Dhalsim	Yogaa.
VS. Bison	Ryo	Can I make fun of you?
	Bison	Don't you dare make fun of me!
	Ryo	ふっ･･･。
	Bison	てめぇ･･･ Your face is sure to cave in
VS. Balrog	Ryo	No confidence in my arms, so iron cla No confidence in my face, so Hide it with a mask...
	Balrog	Heh heh heh, do whatever you like.
	Balrog	Only screams soon you'll no longer be able to raise it Because it's a mouth.
	Ryo	There is no defeat in Kyokugen-ryu!
	Balrog	Your first defeat will, lead to death.
	Balrog	Rejoice. If you die, you will lose twice. Because it's impossible!
VS. Sagat	Ryo	Someone like you, A big Muay Thai user There is absolutely no way
	Sagat	Isn't it irrelevant?
	Ryo	There absolutely isn't anyone
	Sagat	...but as an emperor I am here!
	Sagat	No one An unshakable fact!! I'll teach you that!
VS. Vega	Ryo	How did you get tho se shoulder pads and knee pads Is it installed?
	Vega	Don't say unnecessary things!
	Ryo	Is it sewn onto the clothes?
	Vega	You're an idiot... I'll shut you up right away!

VS. Akuma	Ryo	I know it — you scary-faced old man your skill That it's extraordinary.
	Gouki	So why Won't you leave? First to wait is only the abyss of death!
	Ryo	That's some confidence. Conceit is Are you the great enemy of fighters?
	Gouki	You insignificant fool Have no fear!
	Ryo	Alright, then I won't hold back from trying it out!
VS. Hugo	Ryo	What a hot-blooded guy. Stay away!
	Hugo	A warrior must always be prepared for battle. So hot and suffocating Perfect!
	Ryo	Don't think that a giant udo tree with only brute strength is strong just because it's big! Don't you dare think that!
	Hugo	You, I'll crush you flat!
VS. Tabasa	Tabasa (Tabasa)	Kyokugen-style Karate... Regarding the unique concept of "ki" (energy) I'm interested.
	Ryo	Hm? Want to give the beginner course a try?
	Tabasa (Tabasa)	Unfortunately, I won't go so far as to call it an introduction I would like to analyze it tentatively
	Ryo	The essence of the Kyokugen style That you can easily master Don't you dare think that!
	Tabasa (Tabasa)	Heh heh heh, Things That Cannot Be Explained by Hypothetical Studies There is none.
	Ryo	Push on and endure!! Come on, bring it on!
VS. Dan	Ryo	A waste of time.
	Dan	It's a match, you copycat!
	Ryo	It's a waste of time.
	Dan	Noooooooooh!! !
VS. Dimitri	Ryo	Vampire... That could work.
	Demitri	Huh, what a pretentious man
VS. Rockman Zero	Ryo	Hm? Robo...?
	Rockman Zero	I see... is that all?
	Ryo	Oh? Are you feeling competitive?
VS. Brainwashed Ken	Ryo	Because I'm inexperienced That's how it will be.
	Brainwashed Ken	Muuuuun...
	Ryo	Either way, I'll defeat you. Isn't it the same thing?
	Brainwashed Ken	The last breath... Stop him...
VS. True Gouki	True Gouki	I am one who has mastered the fist...
	Ryu	Mastered the fist? Don't make me laugh.
	真 Gouki (Akuma)	Perish!
VS. Red Arremer	Ryo	Not bear hunting, but monster hunting...
	Red Armour	Gyaggatsu.
	Ryo	Let's go! Push, endure, strike!!

Kasumi Toudou

Opponent Character	Message character	Message Content
VS. Kasumi	Kasumi 1P	Hmph—imitating the Toudou style...
	Kasumi 2P	You, on the other hand, are the copycat!
	Kasumi 1P	...Resolve ...All right!
VS. Mr. Karate	Kasumi	Ah, Takuma Sakazaki! Not with a mask I won't be bewitched!
	Mr. Karate	I'm not someone like Takuma! Mr. Karate!
	Kasumi	It's useless to play dumb! Are you prepared... all right!
VS. Earthquake	Kasumi	Ugh, it smells.
	Earthquake, you say?	Take this! Boo!
	Kasumi	My nose... A-are you prepared...?
VS. Genjūrō	Kasumi	む、Murderous intent!
	Genjūrō	Oh! Woman, you noticed well.
	Kasumi	To attack from behind! Are you ready...?
VS. Iro	Kasumi	Hey you! Do you not know father?
	Color	・・・。
	Kasumi	Hmm, that attitude is... You know something!!
	Kasumi	It's useless to play dumb! Are you ready...?
VS. Geese	Kasumi	Priest? Our household practices Buddhism You're in time
	Ge-Nitz	No, no, I'm not trying to recruit you. However...
	Kasumi	...Are you serious!?
	Geinits	Heh heh heh, A nice breeze has started to blow.. Well then, here I go.
VS. Geese	Kasumi	I am Kasumi, the daughter of Ryuhaku Toudou! You are Geese Howard, right? Fight normally!
	Geese	Hmph, The one from earlier An annoying fly of a girl...
	Kasumi	What! Father was here!? ...However, I t oo am at least
	Kasumi	a martial artist. I cannot show my b ack to an enemy standing right before me
	Geese	Oh, good attitude. All right, I'll take you on C'mon!
VS. Mars People	Kasumi	Ugh, it's an alien! Hello, nice to meet you.
	Mars People	Pibopopipa!
	Kasumi	U-uh, she's kind of angry.
	Mars People	Pipo——!
VS. Rampaging	Rampaging An	Oooooooo 。
	Kasumi	Ooooooo doesn't make it clear. Where is Father, I've heard it!
	Berserk Iori	Oooooooo 。
	Kasumi	Are you still going to play dumb?! Prepare yourself...! understood!
VS. Serious Karate	Kasumi	There you are, Takuma Sakazaki! You are the root of all evil!
	Serious Karate	I am not Takuma! I am Mr. Color!
	Kasumi	It's useless to play dumb! Are you ready...?!
VS. Athena	Kasumi	...Where is this?
	Athena	Huh? A human in a place like this...?
	Kasumi	Ah, it was you who did this! Brace yourself... all right!
	Athena	W-wait a moment?
VS. Ryu	Kasumi	Hey! Hah!
	Ryu	Oh... Toudou-style ancient martial art?
	Kasumi	Who are you?!
	Ryu	No, sorry. I heard the sound of keiko (training).
	Kasumi	Since you saw my secret speci al training, I won't let you go unharmed!
	Ryu	・・・・・・・・・
	Kasumi	Todō-style classical martial arts, Kasumi Toudou! Here I come!
VS. Ken	Kasumi	Kyokugen-ryu, be prepared!
	Ken	Wait, wait! I'm not that Kyokugen-ryu or anything like that?
	Kasumi	...Now that I look closely, indeed. My apologies.
	Ken	But that just now was good spirit. Quite useful. What school/style?
	Kasumi	Todō-ryū kobujutsu.
	Ken	Oh? So it's you. How about it? Just a light match, you know.
	Kasumi	If it's full power I will accept.
	Ken	Nice. All right!
VS. Chun-Li	Chun-Li	(slender What a cute girl)
	Kasumi	Huh!? Killing intent! Haah!!
	Chun-Li	Kyaa! What are you doing all of a sudden!
	Kasumi	Shut up! Try to land an unexpected strike You were watching closely
	Chun-Li	Misunderstanding. I am such a cute girl, ...like that
	Kasumi	Making fun of me... Are you prepared?
VS. Guile	Kasumi	Hey! You there. Where is Father!
	Guile	"I don't know." What on earth is t
	Kasumi	his about? Hm, does th at mean you won't divulge secrets? Pl
	Guile	ease, I'm begging you, it's like this. I'm sorry, but I really don't know. Give it up.
	Kasumi	...Even after pleading this much, you still refuse? Then so be it!
	Guile	What are you doing!
VS. Dhalsim	Kasumi	His limbs stretch!? How peculiar this is...
	Dhalsim	This is Yoga. With enough training, You will grow quickly as well.
	Kasumi	What? Is that true! Then, please teach me.
	Dhalsim	Very well. Prepare yourself.
VS. Bison	Bison	Oh ho, little miss. Where did (you) stray in from You've come?
	Kasumi	Let go of that hand!
	Bison	Nice, Look sharp. Shall we play a little while?
	Kasumi	You despicable man! ...Are you prepared?!
VS. Balrog	Balrog	Hmm. Pure beauty. Not bad.
	Kasumi	Your eyes... What are you
	Balrog	looking at? The future. I see you being torn by my claws, crying a
	Kasumi	nd begging for your life. | Your heart is Like a demon...
	Kasumi	Kasumi Toudou of the Toudou style, I come to push forward! Are you prepared...?
VS. Sagat	Kasumi	Speak without hiding! Where is Father!
	Sagat	What are you saying, little girl. You have the wrong person entirely.
	Kasumi	How dare you play dumb! Are you prepared?!
VS. Vega	Vega	Oh? That woman over there. You have some knowledge of martial arts.
	Kasumi	Exactly. Training in the Tōdō style... Who the hell are you?!
	Vega	Interesting. If you train together with Killer Bee He looks like he could become a useful piece.
	Kasumi	You... Are you prepared?
VS. Akuma	Gouki	Little girl... go away. There's no reason to be rushing to die so recklessly
	Kasumi	Don't make a fool of me! The power of Toudou-style ancient martial arts is by no means inferior to yours!
	Gouki	...Then I will show n o mercy. I will slaught
	Kasumi	er you with the Fist of A nnihilation. This is the perfect opponent to demonstrate the true power of the Toudou-style classical martial arts. Come!
VS. Hugo	Kasumi	So it's you lot. Forcibly with Father To a pro wrestler... huh?
	Poison	What is this girl saying? Do you know?
	Hugo	I don't know. I crushed him in the match. Could be the opponent's daughter.
	Kasumi	I will make you remember! Are you prepared... all right!
VS. Tabasa	Kasumi	It's you! A fortune-teller dressed in such bizarre clothes
	Tabasa	This is a greeting, isn't it? I'm not a fortune-teller; I'm a mage-scholar.
	Kasumi	Hm? Is that different? Suspicious things are Isn't it the same thing?
	Tabasa (Tabasa)	You label everything you can't understand as "suspicious". ...I can't admire that.
	"Kasumi	Hmph, that's enough. Hurry up with Father's... Reveal your whereabouts!
	Tabasa (Tabasa)	Well, fine. However, detecting a person's location
	Tabasa (Tabasa)	requires many catalysts that do not exist in this world. To begin with...
	Kasumi	Shut up, you're making a racket! If you won't divine it... Are you ready...?
	Tabasa	...This is troubling.
VS. Dan	Kasumi	あ! Robert Garcia! You are the one who killed my father!... Fight me!
	Dan	That's why I'm "Hibikidan" (Fire-Launching Didn't I tell you to get out! Knock it off!
	Kasumi	It's useless to play dumb! Are you prepared...?
VS. Demitri	Kasumi	It's you! You carry Father's blood. Father has become a zombie. Even now somewhere...! I won't forgive hi
	Demitri	I do not drink men's blood, though?
	Kasumi	Hah, pretending not to know! Are you ready...?
VS. Rockman Zero	Ciel	(Be careful, Zero!)
	Rockman Zero	Ah.
	Kasumi	Talking to yourself. What a pathetic man! Come! That rotten core of yours! I'll beat you into shape!
	Rockman Zero	... it can't be helped...
VS. Brainwashed Ken	Kasumi	What's wrong!? Are you okay? Where is Father?
	Brainwashed Ken	Uuuuuuuuuu. Who is that guy...? I'll kill that one too!
	Kasumi	Huh, someone is kindly listening, yet What kind of answer is that!
	Kasumi	Are you ready...?
VS. True Gouki	Kasumi	Oh, it's an oni. Giving an iron club to an oni! Huh? I don't have a metal club...
	Shin Gouki (True Akuma)	Annihilate!
VS. Red Arremer	Kasumi	Hey, you in red! Where is Father?
	Red Armorer	Gyaggyah!
	Kasumi	It's useless to play dumb! Are you ready...?

Mr. Karate

Opponent Character	Message character	Message Content
VS. Mr. Karate	Mr. Karate 1P	How dare you speak my name!
	Mr. Karate 2P	Fool!
	Mr. Karate 1P	That mask,
	Mr. Karate 2P	I'll tear it off for you!
VS. Earthquake	Mr. Karate	What a stupid-looking man
	Earthquake	GFFu~.
	Mr. Karate	Study.
	Earthquake	GFFFu~.
VS. Genjūrō	Mr. Karate	Heh heh heh, A menacing aura It looks like it could burst at any moment.
	Genjūrō	...That's right. If you make me angry You will die.
	Mr. Karate	Fuhaha! That's funny! Try it!
	Genjūrō	...You idiot.
VS. Iro	Color	I don't like it. Go die.
	Mr. Karate	・・・? Who the hell are you!
	Color	"Die.
	Mr. Karate	...Am I touching it? Very well, I'll take you on!
VS. Gehnits	Gehnits	Mr. Karate... Let me test your strength for a moment.
	Mr. Karate	Hm, quite a lot of confidence seems to exist... but I wonder what will happen
	Ge-Nitz	フフ・・・。 This should make for an entertaining match.
VS. Geese	Geese	Putting on such a ridiculous face Are you looking down on me, Sakazaki?
	Mr. Karate	I don't know any man like that. My name is Karate. I am a tengu who lives by the way of karate

Continuation of Mr. Karate

Opponent character	Message character	Message Content
VS. Geese	Geese	Idiot.
	Mr. Karate	This karate (practitioner), Whether you're just a fool or not... Try it out on your own body!
VS. Mars People	Mr. Karate	What do you intend?
	Mars People	Pipopapopi.
	Mr. Karate	What did you come for?
	Mars People	Pipapopopa.
VS. Rampaging Iori	Mr. Karate	If you neglect the training of the spirit, That is what will happen.
	Berserk Iori	Oooooooo
	Mr. Karate	It can't be helped. To sanity by my fist Shall I restore it for you?
VS. Serious Karate	Mr. Karate	About you, I know best of all.
	Mr. Karate	With overflowing talent and potential, There was no one to sharpen it...
	Serious Karate	Whether to sharpen it or not Things that are already finished.
	Mr. Karate	It's none of my business, but.
VS. Athena	Mr. Karate	What is this place...!? Who are you?
	Athena	...This is the heavenly realm. It seems that you For the battle,
	Athena	The gate of dimensions It seems to have opened.
	Mr. Karate	I see, Then have it returned.
	Athena	I do not possess that power. All I can do is protect this place. My mission...
	Athena	Foreign objects must be be expelled Now, assume your stance.
	Mr. Karate	How presumptuous! Don't say I didn't warn you!
VS. Ryu	Ryu	This man has no openings...
	Mr. Karate	What's the matter, young one. You'll get crushed if you stay still. It won't even get started.
	Ryu	You're quite a master. No match for the opponent!
	Mr. Karate	Good for that fighting spirit. I'll teach you a lesson. Come at me!
VS. Ken	Mr. Karate	Do you really think you can beat me with such a spineless fist? Are you thinking that!
	Ken	Heh, want to try it?
	Mr. Karate	Come, I'll give you a lesson!
VS. Chun-Li	Mr. Karate	For a woman Well trained.
	Chun-Li	Such a thing Can you tell just by looking?
	Mr. Karate	How strong it is, too.
	Chun-Li	I am stronger, As if to say so. Try me!
VS. Guile	Mr. Karate	Ho, that's efficient movement. Are you a soldier?
	Guile	If they see you dressed like this You will understand.
	Mr. Karate	Indeed, that's true. So, do soldiers take on street fighters and the like as a matter of course?
	Guile	If it's private, that is.
	Mr. Karate	I'm relieved. Then I shall begin!
VS. Dhalsim	Mr. Karate	The rumored secret yoga technique... Floating in the sky, disappearing from sight Limbs stretch and shrink, or something.
	Dhalsim	Indeed. However, the secret rites of Yoga This is not meant for conflict.
	Dhalsim	I don't intend to wield it lightly.
	Mr. Karate	If you intend to hold back, Please stop. I have no use for such pity.
	Dhalsim	Are you a shura as well? If this meeting is fate, You may go with the flow...
VS. Bison	Mr. Karate	But you should also train your head.
	Bison	My batting is It's the best in the world, you know?
	Mr. Karate	That's not what I mean But that's not the case... Ah, forget it. Bring it on!
	Bison	Then what do you mean? You masked bastard.
	Mr. Karate	If I had to call it anything, it's shock therapy. The old television is, You should be hit a bit more.
	Bison	What?
VS. Balrog	Mr. Karate	Wearing a mask and all, You must lack confidence in yourself.
	Balrog	・・・
	Mr. Karate	I will crush your claws, break your mask, and expose your true face. Start training again from zero!
VS. Sagat	Mr. Karate	Strength, technique, and speed. Not bad at all. But...
	Sagat	O mysterious man wearing a strange mask. What on earth is "However," it is.
	Mr. Karate	I cannot put it into words. I will explain it with my fists.
	Sagat	An arrogant attitude. This is not a pleasant feeling.
VS. Vega	Mr. Karate	You seem to be using strange techniques, but after all they're probably child's play.
	Vega	What are you bragging about like that? Take off that mask and show your face.
	Mr. Karate	I refuse. If you want to see my face, you can try to tear off this mask!
	Vega	No, never mind. I have no interest in the face of someone heading toward death.
VS. Akuma	Mr. Karate	Seeking only strength, Have you strayed from the path of humanity? Foolish man.
	Gouki (Akuma)	How pointless... The path of carnage is my truth.
	Mr. Karate	I will give you a little scolding. Return to being human.
	Gouki (Akuma)	Ridiculous!
VS. Hugo	Mr. Karate	Hmmm, that physique is... Relying solely on power will only get you so far.
	Hugo	Shut up! That whole look I'll smash you!
	Mr. Karate	It seems you've abandoned speed. You are already beyond... There is no chance of victory!
	Hugo	There's no way I'm going to lose!
VS. Tabasa	Mr. Karate	...That's an unfamiliar appearance. And the aura you wear is not of this world...
	Tabasa (Tabasa)	...Exactly as you surmise. That strange side holds magic Do you have it?
	Mr. Karate	No, it's not such a grand thing.
	Tabasa (Tabasa)	You see through my true identity.. . Is it your eyesight,
	Tabasa (Tabasa)	or the mask's magic? I need to find out.
VS. Dan	Dan	...Father...is it?
	Mr. Karate	What are you saying...
	Dan	"No, Father must be dead!
	Dan	You imposter! Me Don't you dare underestimate me!
VS. Demitri	Mr. Karate	I don't pick my opponents. Bring it on.
	Demitri	Who do you think you are...
VS. Rockman Zero	Mr. Karate	Hooh, He has a look as if he is carrying something on his back in his eyes.
	Mega Man Zero	You're not quite at my level...Uuuuuuuuuu.
VS. Brainwashed Ken (Brainwashed Ken)	Mr. Karate	What a beast-like man.
	Brainwashed Ken	Uoooooooh!
	Mr. Karate	...Good grief.
VS. True Gouki	Mr. Karate	Hah, there's still such a man. to still remain, huh.
	Zangief	I am one who has mastered the fist. Show me your power!
	Mr. Karate	Have you perfected your fist? I won't let that go unheard.
	Mr. Karate	I'll teach you what Kyokuken (Extreme Fist) is all about!
VS. Red Arremer	Mr. Karate	What the hell is this place...?
	Red Arremer	Gyaggyah!
	Mr. Karate	A dreadful aura of evil... Is it coming?

Earthquake

Opponent character	Message catch	Message Content
VS. Earthquake	Earthquake 1P	GFFF u... You sure have an awful face.
	Earthquake 2P	GFFF u... (Earthquake 2P GFFF u...) You, have you never looked in a mirror?
VS. Genjūrō	Earthquake	— you're Genjūrō! What are you doing in a place like this!
	Genjūrō	A thief...? What a worthless way to live.
	Earthquake	GFF! That guy gets on my nerves! I'll crush him!!
VS. Iro	Earthquake	GFFF... not bad — she's quite a fine woman! Come over here!
	Colo	...You, I will make you die...
VS. Geese	Geese	You are Do you believe in Orochi?
	Earthquake	Guh, I don't believe in God What I believe in is, It's only money!
VS. Geese	Earthquake	GFF~, I'll knock you down and take whatever's valuable.
	Geese	Hmph! Interesting — try it!
VS. Mars People	Mars People	Pipopipapoppe!
	Earthquake	I'll slice you up like sashimi!
VS. Rampaging Iori	Rampaging Iori	Oooooooo!
	Earthquake	GFFFiiiiii!
VS. Serious Karate	Earthquake	That tengu mask, It might actually be an amazing treasure... Or maybe not.
	Serious Karate	This is my treasure!
	Earthquake	If it's treasure, I'll take it. GFFっ!
VS. Athena	Earthquake	, oh!? Looks delicious Isn't that an older sister?
	Earthquake	, I'll eat you up! GFF Ugh~.
	Athena	Kyaa! Gross!
VS. Ryu	Ryu	At first glance, a villainous face, villain-like clothing...
	Earthquake	, you say? Do you want to die?
	Ryu	And villainous-sounding behavior. Well, fine. He is certainly a formidable warrior.
	Earthquake	— don't make me laugh!
VS. Ken	Ken	You know, Aren't you just a little overnourished?
	Earthquake	GFF! A skinny frog What are you saying!
	Ken	Heh, I'm good at jumping around, but being called a pig or a frog To be done, huh...
	Earthquake	— noisy frog. I'll squash you flat!
VS. Chun-Li	Chun-Li	Stop stealing. Get to work!
	Chun-Li	With that body, there are plenty of jobs available for you!
	Earthquake	—what an annoying woman. I'll finish you, you bastard!
	Chun-Li	If you think you can do it, then give it a try!
	Earthquake	, as you wished I'll do it for you~ GFF eh~
VS. Guile	Guile	You are American, aren't you?
	Earthquake	That's right. Gufu, it's been a while since I've seen someone from my country. Well, nice to meet you.
	Guile	I refuse. A disgrace to the motherland.
	Earthquake	, you say?
	Guile	Now, take up your weapon. Someone like you, I will overpower you with one hand.
	Earthquake	— you dared speak! I'll kill you!!
VS. Dhalsim	Earthquake	— What a guy, looks like a withered tree. With my nasal breath It feels like I'll fly away.
	Dhalsim	Larger bodies are stronger, It's not that.
	Dhalsim	What matters is the strength of the heart... the soul itself.
	Earthquake	GFF! Heart, you say? You damned brat, You make me laugh.
	Dhalsim	Fool who cannot understand true strength. First, I will teach you to know your own weakness.
	Earthquake	Why don't you teach me, huh?
	Dhalsim	Yoga—
VS. Bison	Earthquake	You, you earn a living If you have money, pay up.
	Bison	Are you talking to me, the great me? Huh?!
	Earthquake	GFF, huh. It's you standing right in front of me. You, who look like you lack intelligen
	Bison	so that I cannot tell the shape of your I will do it!
VS. Balrog	Balrog	What a surprise! Is this ugly lump of flesh also called human?
	Earthquake	— You bastard! I'll kill you!!
	Balrog	It's been a long time since I've had such an unpleasant fight. I will make you die in agon
VS. Sagat	Earthquake	, as a Muay Thai champion, you must have money, righ GFFF~
	Earthquake	, if you quietly leave it behind I won't do anything to you.
	Sagat	If you beat me, I'll give you the mone for a year or two. An amount a playboy could live on.
	Earthquake	GFF~, is that true? If it was a lie You'll pay with your life.
	Sagat	You bastard. You too, after all, Am I just another ordinary person...
VS. Vega	Vega	With that huge body and the way you you're pretty impressive.
	Vega	How about it — join Shadaloo and work for the organization?
	Earthquake	: Gufufu, not a bad offer.
	Vega	Hmm. A reasonable fellow.
	Earthquake	: If you say I can have the organization I'll consider it!
	Vega	Arrogance is not admirable. If you don't know your place, you will end up dead.
	Earthquake	: Gufufu, try killing me! Chin guy!
VS. Akuma	Earthquake	: Hah! Any valuables are You don't look like you have one. Go on, big brother.
	Gouki (Akuma)	A lowly wretch like you was never eve (Originally not in my line of vision.)
	Earthquake	— What did you say? Gufufu. Is that so, if you're that defiant I might play along with you.
	Gouki (Akuma)	Perish!
VS. Hugo	Earthquake	Hey, he's huge! What a great physique he has. Wanna test your strength against me
	Poison	Wait a moment Could you please speak to me throug Won't you?
	Earthquake	: Get lost, woman! I'm talking with this guy!
	Poison	Grrr! What an infuriating fellow. Don't you dare lose!
	Hugo	You seem quite strong In my legion I'll have you put on a show!
VS. Tabasa	Tabasa (Tabasa)	What a stench! Body odor, bad breath, and the smell They are intricately intertwined, aren
	Earthquake	smells bad, you say? Guhah!
	Tabasa (Tabasa)	This much stench An emitting organism. I haven't seen any others.
	Earthquake	, one more hit—want to take a really str Come on~ GFFe~
	Tabasa (Tabasa)	Surprisingly, there is an even stronge Do you say it exists?
	Tabasa (Tabasa)	I'm interested, but... I must decline that. I'll take this!
	Earthquake	GFFF~ Slowly I'll make you taste it!

VS Dan	Dan	Hey, you pig over there! Like me If you want to become strong,
	Dan	Join the Saikyo style!
		Earthquake, you— Who do you think you're talking to? You seem to want to die!
VS. Demitri	Demitri	To the ugly one You have no reason to live I will mete out the punishment of death to you!
		Earthquake GFF, huh. Ah—I'm hungry.
VS. Rockman Zero	Earthquake	— What stylish clothes he's wearing! Hey, those clothes you're wearing Take everything off
	Rockman Zero	I refuse
	Earthquake	GFF~ Prefer brute force You say you love me?
VS. Brainwashed Ken	Brainwashed Ken	Uuuuuuuuu.
		Earthquake, what's wrong? Do you want to be killed by me? Fine, come at me anytime!
VS. True Gouki	Earthquake	Somehow, When you glare at me It sends chills down my spine.
	Shin Gouki (True Akuma)	In an instant I'll send you to hell!
VS. Red Armor	Earthquake	Here... There doesn't seem to be anything of value.
	Red Arremer	Gya gya!
	Earthquake	GFFi! W-What the hell are you!

Gagami Genjurō

Opponent character	Message character	Message content
VS. Genjūrō	Genjurō 1P	Hmph! What a ridiculous outfit!
	Genjūrō 2P	You damned fool, I'll kill you!!
VS. Iro	Genjūrō	You— Why does he stick to him? He is my prey.
	Color	What I want is Only that man...
	Genjūrō	Even if I tell you, you won't listen... Then I'll kill you!
	Color	You are nothing but a nuisance. I'm dead...
VS. Geinits (Genjūrō)		You there — strange outfit Are you a monk (shaven-headed) or what?
	Ge-Nitz	Heh heh, I am To save a fool like you Traveling around the regions
	Genjūrō	What nonsense! Relying on gods or Buddha is something only an idiot would do.
	Geinits	their own weakness that I cannot accept... How foolish
VS. Geese	Genjūrō	Those who stand in my way, I will kill them all!
	Geese	Oh, a samurai! To be able to meet the real one It's an honor.
	Genjūrō	That composure, let's see how long it lasts!
	Geese	777... I wonder if my sword will work on you?
VS. Mars Beeble	Mars People	Pipopapo Vi.
	Genjūrō	How peculiar...
	Mars People	Pipopa.
VS. Rampaging	Berserk Iori	Oooooooo!
	Genjūrō	Has he been swallowed by darkness?
	Berserk	Gooooooo...!
	Genjūrō	Rest assured, I'll do it right away To the place befitting you I will send you off!!
VS. Serious Karate	Genjirō	Those who stand in my way shall know only death.
	Serious Karate	You're quite the confident one. You cannot defeat me.
	Genjūrō	Someone like you I will not fall behind! Die!
VS. Athena	Genjūrō	You too "Fight for Peace" So that's your mouth... how trivial.
	Athena	It's not trivial, No!
	Genjūrō	After all, The essence of a person is a beast.
	Athena	I have endured painful feelings until now You have been doing this, haven't you. I will cut you down!
	Genjūrō	You are a hopeless fool, aren't you?
VS. Ryu	Ryu	Whoa! What are you doing. How dare you slash at me without warning!
	Genjūrō	Dodge my blade... What is your name?
	Ryu	Sheathe that sword. I will tell you my name. What is your name, you bastard?
	Genjūrō	At least put a name on the grave I was thinking of carving you up, but You prefer to be left exposed to the elements!
VS. Ken	Ken	Somehow What a needlessly flashy guy.
	Genjūrō	・・・Begone.
	Ken	Oh? So samurai are like that Even a coward can manage it.
	Genjūrō	...seems like you want to die.
VS. Chun-Li	Chun-Li	Wait!
	Genjūrō	What do you want...
	Chun-Li	I feel an unpleasant presence... Just how many people have you have you slain?
	Genjūrō	Hmph. I don't need to pay attention to that Do you expect me to count and cut them all?
	Chun-Li	There were probably many unrelated people among them as well. ...I can't forgive that!
	Genjūrō	What a smart-mouthed woman. That's enough! Drop dead!
VS. Guile	Guile	Hmph. If you don't use a blade, can't you even start a fight?
	Genjūrō	...What do you mean?
	Guile	Someone like you, I said I'll beat you with my bare hands.
	Genjūrō	...I'll turn him into sashimi. Prepare yourself!
VS. Dhalsim	Dhalsim	malevolent energy... Why do you, sir? Will you walk the path of a Shura?
	Genjūrō	I will walk the path of Shura Do not go.
	Genjūrō	The path I walk You'll become a hell of carnage!
	Dhalsim	I'll save you.
	"Kenzaburō Genjūrō"	Mind your own business! I'm the one who I'll send you to hell!
VS. Bison	Bison	What? You punk. Waving around some interesting thing. Huh?
	Genjūrō	if it interferes with me I will turn you into the rust on my sword!
	Bison	Heh, my fist and your sword which is better Can you kill a person?
	Genjūrō	...Die.
	Bison	If I win Put down that sword!!
	Genjūrō	After cutting off both hands, and torturing you to death..
VS. Balrog	Balrog	The samurai's unique aesthetic... It's quite something, It is beyond me.
	Genjūrō	Huh, is that so. then I'll color it with your blood and be on my way.
	Balrog	Heh heh heh, That for you I wonder if it's possible?
	Genjūrō	クックッ... Burst forth gloriously and fall, Try to satisfy me!
	Balrog	Hyo!
VS. Sagat	Sagat	There are fools who, simply by taking up a blade, mistake
	Sagat	nly believe they have grown stronger. Are you one of those kinds of people?
	Genjūrō	Just because the body is big, I am strong There are idiots who are mistaken.
	Genjuurou	It seems you are of that sort as well.
	Sagat	I'll speak. Whether the emperor's strength is genuine Give it a try.
	Genjūrō	Skillful moves such as "mineuchi" (peak strike) I have no intention of imitating. Come prepared, then.
VS. Vega	Vega	Hoh... Kill, steal, and then kill again.
	Vega	Under my command The way of life befitting
	Genjūrō	Someone like you You have no right to interfere with my way!
	Vega	Hahaha! Then I will teach you the pleasure of being dominated!
	Genjūrō	I'd rather become a dog than... you'd be better off dead. That's enough—die!
	Vega	Muhahahaha! That spirit is good! Get angrier!!
VS. Akuma	Genjūrō	He's a man worth cutting. Where will he be cut from? Do you like it?
	Gouki (Akuma)	Even the sharpest blade, It is impossible to make my fighting spirit waver.
	Genjūrō	All that bluster is impressive. First, I'll cut it off from
	Gouki (Akuma)	that tongue of yours! Roar!
VS. Hugo	Poison	Whoa, samurai! This is... That's great for attracting customers.
	Genjurō	What is it, you guys?
	Poison	Hmm. Well, long story short, it's a scout. ...It's your turn!
	Hugo	With a knife that small, my muscles can't be pierced!
VS. Tabasa	Tabasa (Tabasa)	Are you the samurai said to still exist in the East? This is unusual again...
	Genjūrō	What the hell are you?
	Tabasa (Tabasa)	Oh, A samurai sword, is it.
	Tabasa (Tabasa)	A blade said to be a cursed sword as well... I will take the liberty of testing it.
	Genjūrō	Test me... huh. Interesting! Join the ranks of the fools who have already died!
VS. Dan	【Maboroshi Jūrō	You have a face that kills my motivation.
	Dan	What's the matter? Are you picking a fight? will take you on!
	Genjūrō	You insolent fool!
VS. Demitri	Genjūrō	Who... are you?
	Demitri	You lowly creatures like you are beings I cannot possibly understand.
	Genjūrō	Anyone who stands before me even if they are a god Just slash away!
VS. Rockman Zero	Genjūrō	Oh? The brat uses a sword?
	Rockman Zero	again... huh... It's endless...
	Genjūrō	Hmph. Between two who both wield swords...
	Genjūrō	I suppose I can play with you for a little while.
	Rockman Zero	(I'll take care of it right away...)
	Ciel	(Be careful... Zero)
VS. Brainwashed Ken	Genjūrō	What is it?
	Brainwashed Ken	Guuuh... Bring it on for real. ...Otherwise, You will simply die...
	"Genjūrō	I don't like it... I'll kill you!
VS. True Gouki	Genjūrō	Do you intend to get in my way? Move aside!
	Gouki (Akuma)	Do you defy me...? Then stake your life!
	Genjūrō	Will you stake your life... How amusing; such a diversion will do once in a while!
VS. Red Armyer	Genjūrō	・・・There's an unpleasant feeling.
	Red Armorer	Gya-gya!
	Genjirou	Hmph!
	General Adaps	You're out, huh!

Co

Opponent character	Message Character	Message Content
VS. Iro	Color 1P	・・・。
	Color 2P	・・・。
	Color 1P	I won't hand him over... That man belongs to me...
	Color 2P	...Slash!
VS. Gehnits	Color	・・・。
	Ge-Nitz	Young lady, you possess quite a spirit.
	Ge-Nitz	The power of Orochi Am I worthy of holding it...? The thing
	Color	I seek... is only that
	Ge-Nitz	man... Heh heh heh, A nice breeze is blowing... Well then, here I go.
VS. Geese	Geese	Oh, you— You look just like a doll.
	Color	...slash.
	Geese	I cannot kill a puppet. I will teach you that!
	Color	I am... tsu-tsu... ...ru.斬
VS. Mars People	Color	...
	Mars People	Pipopapo.
	Color...	
VS. Rampaging	Berserk Iori	Oooooooo!
	Color	...What?
	Rampaging Iori	U... Oooooo!!
	Color	...It's painful, isn't it. ...I'll let you go.
VS. Serious Karate vs	Serious Karate	Futile. Woman! Show me your strength!
	Color	...I have no use for you.
	Serious Karate	Hmph, are you frightened? After all, just a woman... Was I mistaken?
	Color	There is no such thing. I have no heart...
	Serious Karate	Then I will I'll give you a feeling you've never had before Here I go!
VS. Athena	Color	This place...
	Athena	This is the heavenly realm. You who bring calamity to the future world
	Athena	I cannot leave you as you are. I will not allow you to remain untouched.
	Color	・・・
VS. Ryu	Ryu	Is this murderous intent? No, but...
	Color	If you hesitate, you will die.
	Ryu	Name?
	Color	Color.
	Ryu	Color? Is that all?
	Color	That's all. ...Then die.
VS. Ken	Ken	(I'll lose to Eliza, but she's a sultry older sister.)
	Color	...Anything?
	Ken	It's not exactly like that.. If you're free, I'd like you to keep me company for a bit.
	Various	...I won't know what happened if you die. ...I have no business with women. Goodbye.
VS. Chun-Li	Chun-Li	What are you talking about? Hey you, Wait!
	Color	If you're going to get in my way, I'll cut you.
	Chun-Li	...What a dangerous person! Leave it as is—!
	Color	...I'll cut.
VS. Guile	Guile	What is it? Where did you come from?
	Color	...Where? Where is this?
	Guile	...Are you lost? Shall I escort you to a safe place?
	Color	...Don't touch me!
VS. Dhalsim	Dhalsim	Mu... You, You seem to be possessed by something.
	Color	...I am color... ウッ...
	Dhalsim	Yoga Yoga Yoga Yoga Yoga!
	Color	Aaaah! ーー
	Dhalsim	Nuu... am I too late. Then,
	Dhalsim	Agni (the fire god)'s flame will cleanse that possession, I will purify it for you!
	Color	You dare interfere... Die...
VS. Bison	Bison	Hey there, pretty lady. Wait a moment.
	Color	・・・
	Python	Can't you hear me yelling "Wait"?!
	Color	...Not you. You're in the way... Die.
VS. Balrog	Balrog	Oh ho, well well...
	Color	If you have no business here, I'll be going.

Color Continuation

Opponent character	message screen	Message content
VS. Balrog	Balrog	Heh heh, I will make that tattoo more beautiful for you. ...With your fresh blood!
	Color various	...I see. Go die.
		・・・。
VS. Sagat	Sagat	What is it, girl? Not you... The person I seek is...
	Sagat	・・・。
VS. Vega	Vega	I like you, woman. I will add you to my guards
	Color	It's not you... The person I seek is... If you interfere I'll cut you down...
	Vega	Fuhaha, I like you! Even by force I will make you obey me!
		・・・。
VS. Akuma	Color	
	Gouki (Akuma)	Have the energies of Shura been stirred? How interesting...!
	Color	...Slash!
	Gouki (Akuma)	Come, woman! Fist of Shura I'll tell you!
		・・・。
VS. Hugo	Color	
	Poison	What a disgusting woman. Do you need something?
	Color	I have no use for you...
	Poison	What terrible manners. There really was one. Teach them a lesson!
	Hugo	Klankenhaus (Hospital) I'll send you off!
VS. Tabasa	Color	...Yes, Lord Yuga. ・・・ッツ! No... stop!
	Tabasa (Tabasa)	Yuga? Yuga is, that... Do you mean the Destruction Emperor Yuga!?
	Color	・・・。
	Tabasa (Tabasa)	What's the matter? Tsutsu...!
	Color	Die...
	Tabasa (Tabasa)	Those eyes... It can't be helped, then. I will be your opponent.
VS. Dan	Dan	What the hell, woman?
	Color	You are... no good.
	Dan	What did you say, woman! I'll beat you up, da
VS. Demitri	Demitri	mn it! Oh, a doll. Int eresting. I'll use you as one of my servants
	Color	It is not you... The person I'm looking for is...
	Demitri	Kukuku. That bravado, I wonder how long it will last?
VS. Mega Man Zero	Rockman Zero Color	・・・
VS. Brainwashed Ken	Brainwashed Ken	Uuuuuuuuuu.
	Color	...Do you need something?
	Brainwashed Ken	the opponent who must be defeated ...I won't let them escape.
	Color	...If you interfere ...Slash!
VS. True Gouki	Color	
	Shin Gouki (True Akuma)	・・・。
	Color	
	Shin Gouki (True Akuma)	Go to hell!
VS. Red Arremer (color)		...Where is this?
	Red Army, gyagya!	
	Color	・・・。

Geinits

Opponent character	Message Character	Message Content
VS. Gehnitz	Gernitz 1P	Oh my...
	Gernitz 2P	Well, well. Maybe that young lady Did you misbehave, I wonder?
	Geinits 1P:	Is it the power of Yata no Kagami...? Anyway, at this rate we won't get anywhere, will we?
	Geinits 2P:	Which one is the real one... To decide by fighting Shall we?
	Geese 1P	It can't be helped, can it.
VS. Geese	Geese	The Four Heavenly Kings of Orochi... Now I will make Orochi reveal his mystery. Stop right there.
	Ge-Nitz	...That is something beyond ordinary people. It is too much.
	Geese	This Geese Howard —whether he is an ordinary man or not, Watch closely!
	Geinits (Geinits)	Pitiable...
VS. Mars People	Mars People	Pipopape
	Ge-Nitz	What is...!?
	Mars People	Pipopa!
VS. Rampaging An	Geinits (Geinits)	Hahaha! To think you would come at me even after losing yourself! Oooooooo!
	Berserk An	
	Geinits	How amusing, truly.
VS. Serious Karate	Serious Karate	I don't know wha t kind of being Orochi is, In my hands you'll be like a baby!
	Ge-Nitz	How foolish... You are not somethin g a mere human can
	Serious Karate	do anything a bout. Nuhaha, what n
	Ge-Nitz	onsense! Just come a t me! I'll show you whic h of our words are mere prattle! This place is...
VS. Athena	Gaynitz	
	Athena	This is the heavenly realm. Someone like you This is not a place to com
	Ge-Nitz	e. I... like it here. Let thi s be the place where my master sleeps.
	Athena	That won't do, As long as I exist!
VS. Ryu	Ryu	This intense feeling... Who are you?
	Ge-Nitz	Nice to meet you. My name is Gehnitz.
	Geinits	...No, No need to introduce yourself. I am well aware of this.
	Ryu	What an honor. So, what do you want?
	Ge-Nitz	What? It's simpl e. | I only want to tes t your strength. |
	リュウ	What happens
	Ge-Nitz	when I test y ou? Heh heh heh... You'l
VS. Ken	Ken	l see if you try. | Who are you? Well, you don't look like a good man.
	Ge-Nitz	Nice to meet you. "My name is Geese. I want to see your power.
	Ken	That doesn't matter, but I'll beat you to a pulp Don't expect me to care if you cry?
VS. Chun-Li	Ge-Nitz	...I've been thinking the one who is tailing me I understand.
	Ge-Nitz	What if you revealed yourself?
	Chun-Li	...As expected. So you noticed.
	Ge-Nitz	Hoho, such a beautiful Were you a young lady? So, what do you intend to do?
	Chun-Li	Someone like you I can't just leave the m running loose!
	Ge-Nitz	Hoho... You would judge me? Do you really think you have such a right?
	Chun-Li	Be quiet! Whether you have the right or not,
	Chun-Li	I cannot silently overlook it. I won't go!
	Ge-Nitz	If you won't listen, Is that what you mean? ...Very well.
	Ge-Nitz	You too That you are a sinner Know this!
VS. Guile	Ge-Nitz	You've survived the brink of death so many times has come again, hasn't she? You have a keen eye.
	Guile	What have your eyes witnessed? A bloodstained human face? Or the form of a worshiped demon?
	Geinits	Heh, these eyes can only see a path for guiding foolish humans like you.
	Ge-Nitz	Now, I will show you the path yo u should follow.
	Guile	The path I walk I'll decide!
	Ge-Nitz	Foolish... After all, is he just one of the ignorant masses?
VS. Dhalsim	Dhalsim	What is this wicked wind?
	Ge-Nitz	A pleasant breeze has started to blow. Yoga practitioner, may I have a moment of your time?
	Dhalsim	God of Fire Agni, grant me the power of the sacred flame Lend it to me.
	Ge-Nitz	Oh? Flames here as well. Very well, I will accept the challenge.
VS. Python	Bison	You there— A priest-like old man. Sorry, lend me some money for a bit.
	Ge-Nitz	Heh, I have some on hand,
	Ge-Nitz	but I have no intentio n of giving them to you.
	Bison	Might as well lend it, huh? Will become so, you know?
	Bison	Then I think it's better for you not to get
	Ge-Nitz	hurt. Oh my, the one who will get hurt is yo u, so why should I? What a stubborn bastard!
	Bison	Hurry up and ring the gong Let's ring it!
	Ge-Nitz	Fufufu, shall you also make an offerin g to my god for
	Ge-Nitz	my sake? Even that clouded power of your s will be of some use.
VS. Balrog	Gehnitz	To be so obsesse
	Ge-Nitz	d with your own beauty... | In a way, How admirable. A
	Balrog	beautiful bein g possesses abso
	Balrog	lute power. It just so happens that That I was myself...
	Ge-Nitz	It will be entertaining to see the expression on that face when it gets scarred.
VS. Sagat	Ge-Nitz	Hm. Humiliation, hatred, vengeance, anger... How delightful. Truly delightful.
	Sagat	Who are you... bastard? Don't speak as if you know everything.
	"Geinits"	That naked aggression of yours. I like it more and more.
	Sagat	It seems it was a threat It seems you thought so. Wallow pathetically on the ground!
	Ge-Nitz	Heh heh heh, A nice breeze has started to blow.. Well then, here I go.
VS. Vega	Ge-Nitz	Even if you use that abominable power, to hurt me I can't match them.
	Vega	Fuhaha, is it detestable...
	Geinitz	Prepare yourself!
VS. Akuma	Geinitz	Oh, so you are...。
	Gouki (Akuma)	Annihilation!
	Ge-Nitz	The one who will be standing at the end is me.
	Geinits	"Fufufu, A pleasant breeze has begun to blow. Now then, here I go.
VS. Hugo	Geni tz	Good grief. How utterly pointless You've grown quite a bit, haven't you.
	Hugo	Is it useless? This strongest body Do you have any complaints?
	Ge-Nitz	Hah, it seems so have muscles even in your head It seems you can do it.
	Poison	Puhaha! They're saying it, Hugo! What are you going to do?
	Hugo	Knock it, Crush it, I'll crush you!
VS. Tabasa	Tabasa (Tabasa)	This energy is... Orochi!
	Geese	Oh? Do you understand?
	Tabasa	The will of the earth... Orochi, the spokesman of the planet.
	Tabasa (Tabasa)	However, originally, It shouldn't be something evil...
	Ge-Nitz	Orochi is not evil, is he? There is none. Humanity is the enemy of the earth.
	Ge-Nitz	And we He is merely exterminating pests, Nothing more.
	Tabasa (Tabasa)	If humanity is annihilated it will also hinder my research I will come/get there, okay
	Tabasa (Tabasa)	After pacifying Orochi, I will seal it.
	Ge-nits	Such a selfish young lady...
VS. Dan	Ge-nits	Pushing yourself to your li You didn't even notice...
	Dan	What the hell are you? In the Saikyo style there is no such th You have no words, huh?
	Geinits	How fortunate you are...
	Dan	If you get too full of yourself, I'll make you cry?
VS. Demitri	Gaynitz	What do the dead want?
	Demitri	This world will eventually be mine It shall become so!
	Ge-Nitz	It seems you I will make to judge y ou myself. How ab out it? If you come with me, I will promise you a peaceful place to live.
VS. Rockman Zero	Gagnitz	stubborn bastard!
	Rockman Zero	— Your promise and the like... Who would believe it?
	Ge-Nitz	Good grief, they really are all such obstinate people...
VS. Brainwashed Ken	Ge-Nittsu	...!?
	Brainwashed Ken	Uuuuuugh!
	Ge-Nitz	Phew, losing his sense of self. It's the only small mercy, I will send you off!
VS. True Gouki	Gehnitz	This is the fist of carnage Is that the spirit of one wh I see, astounding.
	True Gouki	Roar!
	Gehnitz	フフフ・・・ Haa-ha-ha-ha! I, of all people, am exhilara
	Ge-Nitz	Don't disappoint me Fuhahahaha! This place is...
VS. Red Arremer	Geese	
	Red Armor	Gya-gya!
	Garnet	I see... Understood. For inviting me, I will make you regret it!

Geese Howard

Opponent Character	Message Character	Message Content
VS. Geese	Geese 1P	Even if you only copy the appearance will never become me. Your servility just oozes out
	Geese 2P	You are the one who's annoying. Be gone quickly.
	Geese 1P	I'll crush you!
VS. Mars People	Mars People	Pipopa pipopepo!
	Geese	...!?
	Mars People	Pipo!
VS. Rampaging An	Geese	...Was it eaten by Orochi.
	Berserk An	Ooooooooo!
	Geese	Hmph! Come!
VS. Serious Karate	Serious Karate	That young brat, To become a man like this —indeed.
	Geese	This spirit! Is Takuma Sakazaki?!
	Serious Karate	A little, That was a bit too much. Hey? It's Geese.
	Geese	Hmph! I'm not the person I was back then!
VS. Athena	Geese	...Where is this!?
	Athena	Huh? Why a human!?
	Geese	Woman, where is this place?
	Athena	Your attitude is huge. A little I'll teach you a lesson!
VS. Ryu	Ryu	Ancient martial art...?
	Geese	Hmph, which school do you belong to In any case, So insignificant.
	Ryu	whether it is worth taking on, Confirm it with your fists!
	Geese	Huh, very well. The power of this Geese Howard Taste it well!
VS. Ken	Ken	Hmm? You... just as he appears. He seems to be quite a villain.
	Geese	You brat, If you want to die Hit him.

	Ken	I was refused elsewhere. The one who might deal with him is, Only someone like you.
	Ken	Mr. Geese.
	Geese	Oh ho, me— Geese Howard and You should have known.
	Geese	Very well. I'll keep you company to pass the time.
VS. Chun-Li	Geese	That woman... she's a detective, if I recall." Unrepentant as ever, Did you come to capture me?
	Chun-Li	That's right, Geese Howard. Surrender quietly!
	Geese	...Surrender? You say surrender? This Geese Howard?
	Geese	Know your place! What can a mere detective do!
	Chun-Li	Be quiet! In the name of INTERPOL's prestige I swear I will capture you!
VS. Guile	Guile	? You bastard, Geese Howard!
	Geese	"Oh, I've become famous too.
	Guile	Why are you here... Teaming up with Shadaloo, Are you planning to expand the organization?
	Geese	What are you talking about...? Save your sleep talk until you're asleep.
	Guile	If you don't want to say it That's fine.
	Guile	The reason to beat you down It means it's been accomplished.
	Geese	I see, A soldier-like method.
	Geese	So, how do you make the impossible come true? Is that what you call it?
	Guile	Like this!
VS. Dhalsim	Dhalsim	I sense a sinister energy.
	Geese	If you call me evil, This world is all a mass of evil! Ha—ha—ha!
	Dhalsim	Your heart, I will purify you.
VS. Bison	Bison	Wait, aren't you Geese? They say he's quite the great villain. He's got a reputation, you know?
	Geese	Get lost, punk. I have nothing to say to you
	Bison	Even if I defeat you You're still just a thug? Gahaha!
	Geese	Good grief... Even someone like this Do I have to deal with them?
	Geese	Take Billy with you You should have come.
VS. Balrog	Geese	Balrog, huh. I have heard the name.
	Geese	I will not, under me, intend to wield that arm Is there none?
	Balrog	I serve no one. I live only for beauty, and die only for beauty.
	Geese	Ridiculous..Very well. Serve beauty to your heart's content in the afterlife!
	Balrog	Hyo!
VS. Sagat	Geese	Won't you come to me? Someone with power like yours, I might even keep you as a pet.
	Sagat	I only follow my own heart...
	Geese	Then I will... I will make you submit from the bottom of my heart.
VS. Vega	Geese	This is this. Shadaloo's Supreme Commander, Are you Vega?
	Vega	...Is that Geese Howard. What do you want?
	Geese	The world is beyond your ability to handle. Leave the rest to me. Rest assured and die.
	Vega	Fuhaha Interesting.
VS. Akuma	Geese	A wave of murderous intent. How trivial.
	Gouki	Extermination!
	Geese	After all, it's the plaything of the weak. An illusion born from the weakness of the heart.
	Geese	This Geese Howard... Not even a speck You don't need it!
VS. Hugo	Poison	How nice, You certainly have a fitting face, you know Want to be scouted a little? Heh heh heh, I'm expensive. I'm glad you're decisive. So, How much do you want?
	Geese	Well then... Everything in the world, We will take your freedom!
	Poison	That's an expensive one~ ...Hugo! Keep the change!
	Poison	Make sure to give a proper receipt and keep it filed!
	Hugo	You look strong. But pro wrestling is Craft (Chikara)!
	Hugo	I'm stronger than you!
VS. Tabasa	Tabasa	Geese Howard... South Town's You are the ruler, aren't you.
	Geese	If it's a boring interview, make an appointment first So that's what you're going to do.
	Tabasa (Tabasa)	No comments necessary. My objective is, That which you obtained,
	Tabasa	Because it's a secret manual of Qin...
	Geese	Hah, you inedible little girl I'll crush you!
VS. Dan	Dan	You're Geese Howard, right?! Sorry, but I'll take this one!
	Geese	You weakling...
	Dan	Here I go! Yippee!
VS. Demitri	Demitri	Do you not desire eternal life, power beyond that of humans?
	Demitri	If you become my servant, I will grant it to you.
	Geese	Are you a demon...? To say you will subdue this Geese is an amusing thing to say!
	Demitri	I think this is a chance you'll never get again... After all, you're only human.
VS. Rockman	Zero Ciel	(Zero, be careful... Something feels off...)
	Geese	Why would a brat like you be here...
	Rockman Zero	— who knows... I don't understand either
	Geese	Fuhahaha, how amusing! Come on
VS. Brainwashed Ken	Brainwashed Ken	Geese Howard... I'll take your life... Hmph!
	Geese	
	Brainwashed Ken	Uoooh!
	Geese	He lost his sense of aesthetics A prescription of evil...
VS. True Gouki	Geese	Th-this is!
	Shin Akuma	Perish!
	Geese	Hmph! So this is what you call the Wave of Murderous Intent. Come on!
VS. Red Arremer	Geese	How about here?
	Red Arremer	Gyaa!
	Geese	What a flashy welcome... But it feels a bit underwhelming. Fufufu
	Red Army,	gyagya!

Mars People

Opponent character	Message character	Message Content
VS. Mars People	Mars People 1P	Pipo...?
	Mars People 2P	Pipope!?
	Mars People 1P	Popopipepe!
VS. Rampaging An	Mars People	Pipopape.
	Rampaging Iori	Oooooo!
	Mars People	Pipapa!
VS. Serious Karate	Mars People	Pipopapepo.
	Serious Karate	That won't do.
	Mars People	Pipopa.
	Serious Karate	Impossible.
VS. Athena	Mars People	Pipo?
	Athena	Huh? What's this?
	Mars People	Pipapopepo!
	Athena	She seems kind of angry.
VS. Ryu	Mars People	Popepiba!
	Ryu	This guy...!?
	Mars People	Popopipepe!
	Ryu	Are you coming?
VS. Ken	Mars People	Poperipa!
	Ken	Hey, come on, give me a break.
	Mars People	Popipe!
	Ken	...Uh, a terrestrial octopus?
	Mars People	Puuuu!!
	Ken	W-what the— Are you angry?!
VS. Chun-Li	Mars People	Pope!
	Chun-Li	え、えと･･･ Ni hao!
	Mars People	Papippop!
	Chun-Li	(Chinese won't do) H-hello! Annyeong haseyo!!
	Mars People	Popepapipo!
	Chun-Li	Kyaa! Did I... anger someone?
VS. Guile	Mars People	Popepapipo!
	Guile	W-What, extraterrestrial life? To the military, I must contact the military.
	Mars People	Pipopapepopopo!
	Guile	Ah, wait. Don't run away!! Damn... it can't be helped!
VS. Dhalsim	Mars People	Pipopa.
	Dhalsim	I don't know. Even with the power of Yoga, who this person really is...
	Mars People	Pippopo!
	Dhalsim	It's not taught in the yoga teachings. Is this also a trial?
VS. Bison	Mars People	Pipapoppoppepa.
	Bison	— what is this guy?
	Mars People	Pipopa!
	Bison	If we catch them and sell them off, it might fetch us some money.
	Bison	Hey! Don't you move from there!
VS. Balrog	Mars People	Pibupopepa.
	Balrog	Abominable... From this world I'll erase you!
	Mars People	Popaa!
VS. Sagat	Mars People	Pibopopape.
	Sagat	･･･。
	Mars People	Pipopa!
	Sagat, this too	Is this my fate as an emperor. Forgive me...
VS. Vega	Mars People	Pipopap!
	Vega	Oh ho, an alien! This is an interesting thing I've found.
	Mars People	Pibope!
	Vega	Fuhaha, guide me to the mothership! This Vega will also rule over your planet!
VS. Akuma	Mars People	Popipa!
	Gouki	I have received your murderous intent!
	Mars People	Pepp!
	Akuma	Die! O aberrant ones!
VS. Hugo	Mars People	Pivopa.
	Poison	An alien!? Is it real?? This could make money!
	Poison	What are you doing, Hugo, Hurry and catch him!
	Hugo	...If I teamed up with this guy Sounds interesting.
	Poison	Alright, alright. Whether it's a tag or anything, I'll let you team up,
	Poison	Hurry up and capture them!
VS. Tabasa	Mars People	Pipopa.
	Tabasa	hmhmhm. Hmhmhm.
	Mars People	Pipopape.
	Tabasa	... what!? I cannot silently overlook that! I won't just let that pass!
VS. Dan	Mars People	Pipopa.
	Dan	Next up, an alien? Finally, even the Saikyō style is making its debut in space.
	Mars People	Pipopa!
	Dan	...There's no way that's true! Come out. I know that!
	Dan	The camera It's rotating, damn it!
VS. Demitri	Mars People	Pipopape.
	Demitri	Even in the demon world A creature I've never seen before...
	Mars People	Pipopapepo!
VS. Rockman	Zero Ciel	(Huh, what is this? It's not in the data...)
	Rockman Zero	(Got it, Leave the rest to me)
	Mars People	Pipopa Pepo!
VS. Brainwashed Ken	Brainwashed Ken	Why am I... Huh?
	Mars People	Pipopape.
	Brainwashing Ken	Ugh... Shut up...
	Mars People	Poppe.
VS. True Gouki	Mars People	Pipopapo-pi.
	True Gouki (Shin Gouki)	GoGo!
	Mars People	Pop!
VS. Red Army	Mars People	Pipopape.
	Red Army	Gyagya!
	Mars People	Pipopa!
	Red Arremer	Gyaaah!

Tsuki no Yoru Orochi no Chiniku Rufiori

Opponent character	Message character	Message Content
VS. Rampaging An	Rampaging An 1P	Ooooooo!
	Rampaging An 2P	Ooooooo!
VS. Serious Karate	vs Serious Karate	If you neglect the training of the spirit, That is what will happen.
	Berserk An	Ooooooo
	Serious Karate	It can't be helped, with my fists I'll snap you back to your senses.
VS. Athena	Berserk Iori	Oooooo
	Athena	Oh, there's a human.
	"Rampaging An	Ooooooo!
	Athena	Kya! How dangerous, geez! I'll teach you a little lesson!
VS. Ryu	Berserk Iori	Oooooooo!
	Ryu	Th-this guy. He has a tremendous aura Are you human?
	Berserk Iori	Ooooooh!
	Ryu	Are you out of your mind? It can't be helped!
VS. Ken	Rampaging An	Ooooooh!
	Ken	Tch! What the hell are you doing all of a sudden
	Rampaging An	Oooooooo!
	Ken	Damn! No questions asked, huh!
VS. Chun-Li	Berserk Iori	Ooooooooooh!
	Chun-Li	Not even a shred of reason There's nothing left. How troublesome.
	Berserk An	[O... Ooooooooo!!
	Chun-Li	There are people over there! It can't be helped. I'll put you to sleep for a while!
VS. Guile	Berserk Iori	G...o...oooh
	Guile	What's wrong?
	Rampaging An	Ooooooo!
	Guile	He has lost his sanity.
VS. Dhalsim	Berserk An	Koooo... Roooh... Suuuh...
	Dhalsim	Ominous feeling...
	Dhalsim	It will be a struggle even for the secrets o The mysteries of Yoga notwithstanding, This will be a tough bone to break.
	Rampage An	OOOOO!
VS. Bison	Rampage An	GAAAH!!
	Bison	Oh dear... Completely blinded Are you already gone?
	"Berserk Iori	Ooooooo!
	Bison	I'll tear you to pieces!!
VS. Balrog	Berserk Iori	オオオオォ....!
	Balrog	Ugly... You have no right to live!
	Berserk Iori	Oooooooo!
VS. Sagat	Berserk Iori	Kooooh... Rooooh... スウ･･･
	Sagat	Is this the fate of someone drowned in po It might be the form of my future self.
	Berserk An	Oooooo!!
VS. Vega	Berserk Iori	Kiiii... Zaaaah... Muuu...
	Vega	Heh heh heh, A person nicely broken. And this power...
	Berserk An	Oooooooo!

Rampaging Iori continuation

Opponent character	Message character	Message Content
VS. Vega continued	Vega	It's been a while This looks like it will be an enjoyable fight!
VS. Akuma	Berserk Iori	Kooh... Rooo... スゥウ・・・
	Gouki (Akuma)	O lost one. "Find rest in the world of death!
	Berserk Iori	Ooooo!"
	Gouki (Akuma)	Annihilation!
VS. Hugo	Rampaging An	Oooooooo!
	Poison	Oh my, he's gone mad. Put him down appropriately Hugo.
	Hugo	When I woke up, Join my legion. You're someone worth watching.
VS. Tabasa	Tabasa (Tabasa)	What a surprise! This young man, by his own will is being devoured...
	Berserk Iori	Ooooooo!
	Tabasa (Tabasa)	I can't just leave it like this It won't go, will it?
VS. Dan	Berserk Iori	Oooooooo!
	Dan	Don't worry, I (arrogant first-person pronoun) I'll beat you to a pulp!
	Berserk Iori	Ooooooh!
VS. Demitri	Berserk An	Oooooooo!
	Demitri	Have you abandoned your humanity...? Come to the demon world with me.
	Demitri	Cast off your frail human shell and become a monster!
	Berserk Iori	Ooooooo!
VS. Rockman Zero Ciel		What is this... I don't understand... This really is human!)
	Berserk An	Ooooooh!
	Mega Man Zero	— it is not only Reploids who become Irregulars It's not only Reploids who become Irregulars So that's what it means...)
	Berserk An	Ooooooo!
VS. Brainwashed Ken	Rampaging Iori	...Who are you?...
	Brainwashed Ken	I have... transcended everything.. You will... be destroyed too! Uuuuaaaah!
	Berserk Iori	Ooooooo!
VS. True Gouki	Berserk Iori	Ooooooo!
	Shin Gouki (True Akuma)	Perish!
	Berserk An	Gaaaaaaah!!
VS. Red Arremer	Berserk An	Phew... Kufūtsu...
	Red Armorer	Gyagyah!
	Berserk Iori	OOOOO!

Mr. Karate in Serious Mode

Opponent character	Message Character	Message Content
VS. Ryu	Ryu	The air trembles... Strong. This man is extraordinarily strong.
	Serious Karate	Oh, Just knowing that is enough That's impressive.
	Serious Karate	You should go home for today. Train and come back again.
	Ryu	Do not underestimate me. Here I come!
	Serious Karate	Kaa-kakka-kka ! Younger ones must be like that. Come!
VS. Ken	Ken	The air is trembling... Strong! This man... is unbelievably strong!
	Serious Karate	Oh, Just knowing that is enough That's impressive.
	Serious Karate	You should go home for today. Train some more, and then— You should come back later.
	Ken	Don't you dare underestimate me. I never said I couldn't beat you, you know?
	Serious Karate	Kaa-kakkaa! Younger ones must be like that. Come!
VS. Chun-Li	Chun-Li	Who are you? The air is like ice tense...
	Serious Karate	To recognize that, You are quite something yourself. Now then, I'll give you a lesson.
	Chun-Li	Ugh... I'm overwhelmed! But!
VS. Guile	Guile	T-this one is... If you recklessly dive in, you'll get beaten!
	Serious Karate	What's the matter, what's the matter. You can't win if you don't move.
	Guile	This intimidating presence. Who are you!
	Serious Karate	Hmm. I will answer the rest with my fists. Do you have the courage to come?
	Guile	What a pity! A soldier has nothing to fear!
VS. Dhalsim	Serious Karate	Oh, Your mind, technique, and body are all well in order
	Dhalsim	You are strong. I can tell because I have mastered yoga
	Serious Karate	You may not match me, but An interesting enemy. I'll be defeated!
	Dhalsim	I'll use all my secret techniques to face you
VS. Bison	Bison	What's with that mask? Even if you run away, it's embarrassing What the hell are you trying to do?
	Serious Karate	・・・
	Bison	...You bastard, you're really fired up. Do you even know who I am? You understand, right?
	Serious Karate	I know. Just a useless oaf with big build, right?
	Bison	That really pissed me off. Today is your last day!
	Serious Karate	Know that today is the last day you can solve things with force! How ugly.
VS. Balrog	Balrog	You have no right to live!
	Serious Karate	You're awfully confident There might be one, I reckon.
	Serious Karate	Well then, I am that mask I'll tear it off!
	Balrog	Heh, on the contrary Along with that pitiful mask I will slice you to pieces!
VS. Sagat	Sagat	My fist, I will use you as a test subject!
	Serious Karate	Ha-ha-ha! Muay Thai, is it! It reminds me of the old days.
	Sagat	I am the emperor! I will not lose to anyone!!
	Serious Karate	Very well, Come at me then!
VS. Vega	Vega	You are useful, scoundrel. Serve me as my trusted retainer.
	Serious Karate	Don't underestimate me. To criminal organizations and the like I'm not someone who will lend a hand!
	Vega	Puffing himself up as a man of justice. It'll be too late to regret it in the afterlife!
	Serious Karate	Do not worry. You're going to hell all by yourself I will send you on your journey!
VS. Akuma	Gouki (Akuma)	・・・
	Serious Karate	...Well done. You there.
	Gouki (Akuma)	...So are you. It's fitting for a deathmatch.
	Serious Karate	All right... let's go!!
VS. Hugo Poison		I also wanted a weird o.
	Poison	What kind would you like? Like a Great Tengu Mask?
	Serious Karate	What are you people?
	Poison	Well, to put it simply, it's a scout. Alright then, Hugo! Scout activities, commence!
	Hugo	My legion is comfortable. There's plenty of food to eat!
	Serious Karate	Even if running the dojo is hard, I haven't fallen that low! This feeling...!?
VS. Tabasa	Tabatha	
	Serious Karate	To have noticed my presence! You are no ordinary person, woman.
	Tabasa (Tabasa)	Heh heh heh, I am a sorcery scholar My name is Tabasa.
	Serious Karate	Please spar with me.
VS. Dan	Dan	...Father...is it?
	Serious Karate	What are you saying...
	Dan	No, father should be dead! You impostor! Don't you dare underestimate me!
VS. Demitri	Demitri	Hmph, For a human, quite impressive...
	Serious Karate	Hm, a demon!?
	Demitri	Heh heh heh, foolish human. Serve me as my servant!
	Serious Karate	Do you think you can match me, who has mastered the Kyokugen style?! Kaaaa—!!!
VS. Rockman Zero	Ciel	(He also... A human irregularity... Is it... perhaps?)
	Rockman Zero	—no... In a sense You might be the ultimate human... perhaps.
	Serious Karate	There will be no mercy at all! The true fist of the extreme, Try to humble yourself!
VS. Brainwashed Ken	Serious Karate	If you neglect training of the spirit It will be like that.
	Brainwashed Ken	Uuuuu. ...Who are you... I'll kill you!
	Serious Karate	It can't be helped. I'll bring you back to your senses with my fists

Athena

Opponent Character	Message Character	Message Content
VS. Ryu	Ryu	Where is this...?
	Athena	This is the heavenly realm. What are you doing?
	Athena	This is not a place where someone like you should be allowed to exist.
	Ryu	I see, my apologies.
	Athena	Wait! Didn't I tell you? You must not exist.
	Athena	Now, ready yourself!
VS. Ken	Ken	? O-oi. What happened to me? Where is this place?
	Athena	This is the heavenly realm. Your existence is This is a place where you are not forgiven
	Ken	Hmph, the Heavens, huh. Have my everyday good deeds Was I recognized?
	Athena	It seems you didn't hear that you should not exist. It seems you didn't hear.
	Athena	...Very well. I will punish you!
VS. Chun-Li	Chun-Li	Where is this? ...Is this a dream?
	Athena	This is the heavenly realm. It seems that you Because of the fighting,
	Athena	The gate of dimensions It seems it has been opened.
	Chun-Li	I don't know what you're talking about. Send me back to my original world!
	Athena	I don't have that power My only duty is to protect this place My mission...
	Athena	Foreign matter must be eliminated It must be. Now, get ready.
	Chun-Li	Even the Celestial Realm, It doesn't seem like a very good place Doesn't look like a good place.
VS. Guile	Guile	? This place is...
	Athena	Because of your fight, the gate of dimensions It seems it has been opened.
	Athena	This is the heavenly realm. Your existence is— This is a forbidden place.
	Guile	The celestial realm? Where is my family?
	Athena	Your family is, of course, in the lower world.
	Guile	If you have no family Heaven and hell are the same. I will send you back.
VS. Dhalsim	Dhalsim	What on earth is this place...? Could it be the heavenly realm.
	Athena	Exactly. This is the heavenly realm.
	Athena	Because of your battle The gate to another dimension It appears to have opened.
	Dhalsim	However, I am still You're not dead, are you...
	Dhalsim	I still have unfinished business in the mortal world. Please return me to my original worl
	Athena	I do not possess that power Protecting this place alone is my mission.
	Athena	Foreign matter will be eliminated. Now, prepare yourself.
	Dhalsim	Not only the mortal realm, but even the heavenly realm is such an injustice...
VS. Bison	Bison	What is this place? Too bright and cheerful It's an unsettling place.
	Athena	What a sight!
	Athena	To think such a filthy man would be in heaven to have slipped in...
	Bison	Well said. Hey, right now you Put him back where he belongs!
	Athena	It will not be that easy. From now on, I will... Exclude!
VS. Balrog	Balrog	Where is this...?
	Athena	This is the heavenly realm. Why did the door between dimensions open...?
	Balrog	Before my beauty, Even the gates of the heavens cannot help but open their doors.
	Athena	What arrogance...
	Athena	Prepare yourself. You have too many things to learn from defeat.
VS. Sagat	Sagat	W-What is this place?!
	Athena	This is the heavenly realm.
	Athena	Because of your fighting, The gate of dimensions It seems to have opened.
	Sagat	I don't understand, but I have no intention of letting you retu It seems not.
	Sagat	Very well, I will forge my own path!
	Athena	Here I go!
VS. Vega	Vega	Muu, what on earth is this...!?
	Athena	This is the heavenly realm.
	Athena	You who bring calamity to the future Leave you as you are I cannot just leave it as is
	Vega	I had no idea a world like this existed Fuhahahahaha! Woman, lead her to the master!
VS. Akuma	Gouki	・・・。
	Athena	This is the heavenly realm.
	Athena	You who bring calamity to the future Leave you as you are I cannot just leave it as is.
	Gouki (Akuma)	...Absurd.
	Athena	Now, prepare yourself!
VS. Hugo	Poison	W-What is this place?
	Athena	This is the Celestial Realm. What are you doing?
	Athena	This is not a place where someone li should be allowed to exist is not permitted.
	Poison	Well then, shall I be sent back? I can't call any guests here, cannot create a ring.
	Athena	Wait! Didn't I tell you?
	Athena	You must not exist. Now, get ready!
	Poison	This is insane, isn't it? ...Hugo!
	Poison	To the naive young lady The workings of the world Tell me!
	Hugo	They look weak. Shall I handle you with one hand?
VS. Tabasa	Tabatha	Where is this...?
	Athena	...This is the heavenly realm. It seems that you Because of conflict,
	Athena	The gate of dimensions It seems to have opened.
	Tabasa (Tabasa)	So, this is it after all! This seems like a valuable experience that I might be able to have
	Tabasa (Tabasa)	here for investigation and research. Let me stay here for a while I will take (my meal) now.

	Athena	I'm afraid not,
		Protecting this place is my duty.
	Athena	Foreign matter must be eliminated
		That won't do.
		Now, take your stance.
	Tabasa (Tabasa)	I too, of ultra-modern demonology
		For research,
	Tabasa (Tabasa)	I cannot simply back down
		won't do.
VS. Dan	Dan	Where is this...?
	Athena	Whirl-whirl—Boom!
	Dan	Ouch!
		What the hell are you doing all of a sudden!
	Athena	Monster!
		This Lady Athena will—
		I'll take you down!
	Dan	So cute
		A monster has
		Where the hell is it!
	Dan	I'm pissed off!
		I'll smash you!
VS. Demitri	Demitri	Where is this...?
	Athena	This is the heavenly realm.
	Athena	You who will later bring calamity to the surface world.
		Leaving you as you are
		I cannot just leave it as is.
	Demitri	Hmph.
		Then,
		What do you intend to do?
	Athena	To protect this place
		My mission...
	Athena	Foreign matter must be eliminated
		That won't do.
		Now, get ready!
VS. Rockman Zero	Rockman Zero	Where is this?
	Athena	...This is the heavenly realm.
		It seems that you
		Because of the fighting,
	Athena	The gate to another dimension
		It seems to have opened.
	Rockman Zero,	in the heavens?
		We are in the middle of an operation.
		Return me to my original location.
	Athena	My only duty is to
		protect this place...
	Athena	Foreign matter must be eliminated
		That won't do.
		Now, ready yourself!
VS. Brainwashed Ken	Brainwashed Ken	Uuuuuu.
	Athena	...This is the heavenly realm.
		It seems that you
		Because of the fighting,
	Athena	The gate of dimensions
		It seems to have opened.
	Brainwashed Ken	I understand... with my current self,
		I could even... destroy the heavens.
		Uoooooh!!
	Athena	Hey, are you listening?
		This is my cool moment!
		Ugh!

Ryu

Opponent character	Message character	Message Content
VS. Ryu	Ryu 1P	Who exactly are you...?
	Ryu 2P	I am who I am.
		Become who you are.
	Ryu 1P	I have no mind for such questions.
	Ryu 2P	Then shall we speak with our fists?
		Come!
VS. Ken	Ken	There's an opening!
	Ryu	Too sweet!
	Ken	...Hmph.
		As expected, Ryu.
		To think you could dodge this.
	Ryu	Still a sharp thrust, as always.
		That was a close call.
	Ken	All right,
		Shall we continue?
		Ryu.
	Ryu	Bring it on anytime!
		Ken.
VS. Chun-Li	Chun-Li	Ha! Take that!
		Hey!
		Yes!
	Ryu	Still as enthusiastic as ever.
		Why don't you rest a bit?
	Chun-Li	Ryu! Long time no see.
	Chun-Li	"The upload
		has just finished."
		Wait a moment.
	Ryu	Perfect timing.
		Then let's spar.
		Shall I ask for it?
	Chun-Li	Heh heh, I won't go easy on you.
VS. Guile	リュウ	Is it Guile?!
		It's been a long time.
	Guile	You still look as energetic as ever.
		And besides,
		You've improved your skill further.
	Guile	Let's try one thing
		Shall we compete?
	Ryu	Alright! No need for restraint.
		Give everything of your skill
		Give it your all!
	Guile	No need to say it.
		Let's go!
VS. Dhalsim	Ryu	Dhalsim!
		The yogic state you have attained
		Show me!
	Dhalsim	Still the same, huh.
		However, a heart that
		never stops pursuing its
	Ryu	elf—you must learn from it
		Here I come!
	Dhalsim	フフフ・・・
		Surprisingly, a man like you
	Dhalsim	might attain enlightenment
		It may be possible.
VS. Bison	Bison	Woooaaahhh!!
		Hm!?
		You are...
		Is it Bison?
	Bison	Did I get pinche
	Ryu	d? You're the s
	Bison	ame as ever. Com
		e on, I'll have you help me blow off a little steam!
	Ryu	I will take you on.
		Come!
VS. Balrog	Ryu	Balrog?!
		Why are you here...
	Balrog	Ugly things must be dealt with diligently
		You must clean them regularly..
	Balrog	There is no value in trash
		It won't be here. Still t
	Ryu	he same as always
		... Meeting you here mu
		st be fate. | Shall we sp
	Balrog	ar once? | Heh heh h
		eh, very well. I will
		adorn you beautif
	Ryu	ully with fresh blood. Then, here I go!
VS. Sagat	Sagat	I've been waiting for you, Ryu.
	Ryu	Sagat. So it really is you.
		That murderous intent has led me
		here.
	Sagat	This pain from this wound will not disappear
		Unless I defeat you...
	Ryu	It's a match, Sagat!
	Sagat	"Come, Ryu!
VS. Vega	Vega	What did Ryu come to do?
		Cry and beg for mercy
		Did you come to beg?
	Ryu	No.
		I wanted to settle this match with you.
		I felt like finishing it.
	Vega	Kukuku,
		There's no need to rush tow
	Ryu	I wonder.
VS. Akuma	Ryu	Akuma...
	Akuma	・・・。
		I will say little.
	Ryu	Ah...
		Here I come!
	Gouki (Akuma)	Destroy!
VS. Hugo	Ryu	...He's like a kaiju.
	Poison	Separate by weight
		Is that what you want me to do?
		I won't listen to whining.
	Ryu	Useless.
		The stronger the opponent,
		I'm feeling more focused too!
	Poison	You say that, huh. If you lose—
		I'll have you join the legion.
		Oh ho, Hugo!
	Hugo	Woooah!
VS. Tabasa	Ryu	You're dressed strangely...
		The fortune-teller of Jenova
		Don't remind me.
	Tabasa	The fortune-teller of Jenova...
		Interesting.
	Tabasa (Tabasa)	If you don't mind,
		May I ask you something?
	Ryu	I don't mind, but before that
		Challenge me to a match!
	Tabasa	Heh.
		You're a strange person too.
VS. Dan	Dan	Hm?
		Isn't that Ryu?
	Ryu	Hey, isn't that Dan?
		How are you... I
		don't even need
	Dan	to ask. Since t
		hen I have improved
	Dan	myself further... The Saikyo style is,
		truly at the pinnacle of strength
		I've reached it!
	Ryu	That will be fun.
		Alright, right away
		Let me see what you can do.
	Dan	Heh heh, it's amazing, you know.
		You'll really be surprised.
		Don't wet yourself. Don't be shocked, okay?
	Ryu	I'll be careful.
		Come!
VS. Demitri	Ryu	Vampire...
		The opponent has no shortcomings!
	Demitri	You defeat me
		Are you one of those who want to make a name for yourself?
	Ryu	I just want to fight strong opponents.
		That's all.
		Let's go!
	Demitri	I'm more
		much stronger.
	Demitri	If you don't value your life,
		then come at me!!
VS. Rockman Zero	Ryu	Those are the eyes of a warrior.
		Won't you spar
		with me?
	Rockman Zero	... not bad...
		go to...
	Ryu	However, I still cannot afford
		to stand still.
		To become a true martial artist.
	Rockman Zero	, let's go!
	Ryu	Come on!
VS. Brainwashed Ken	Brainwashed Ken	Uuuuuuu.
		Ri, Ryu?
	Ryu	Ken? Is that Ken?
		What's wrong,
		Get it together!
	Brainwashed Ken	It's a match, Ryu...
		Uaaaaah!
	Ryu	Ugh! Ken!
		What do you mean by that!
VS. True · Gouki	Ryu	T-this is the Satsui no Hado...
	真 Gouki (Akuma)	Reach it, brat.
		You have that potential..
	Ryu	I will... not go there!
		Even if I don't go
		I will master the fist!
	真 Gouki (Akuma)	It's already too late...
		I've already set foot in here!
VS. Red Arméer	Ryu	This place...?
		This abhorrent feeling.
		Stagnant air...
	Red Arremer	Gyagya!
	Ryu	What the hell is this guy!?
		Ugh!

Ken

Opponent C	Message Character	Message Content
VS. Ken	Ken 1P	Even as an enemy,
		he is a man of dignity.
	Ken 2P	It is you who should say that,
		A noble character
		Isn't it oozing out?
	Ken 1P	And,
		There's no point in praising each other.
		The impostor will have to disappear!
	Ken 2P	Is that all right?
		Sorry to make you disappear!
VS. Chun-Li	Ken	Hey!
		As always
		Training?
	Chun-Li	Oh, what a coincidence.
		Fancy meeting you here.
	Ken	Yeah.
		By the way, how about a match?
		It's been a while since we sparred, hasn't it?
	Chun-Li	Yes.
		If you're okay with me going all out,
		I might just do it for you.
	Ken	It's decided.
VS. Guile	Guile	...If it's a surprise attack
		It's pointless.
	Ken	You noticed after all.
		As expected.
	Guile	Long time no see, Ken.
		Your skills don't seem to have declined.
	Ken	Yours either.
		How about it—let's take
		a moment to check eac
	Guile	h other's degree of growth. Wait just a little.
	Ken	What's wrong?
		A person of the rank of Major,
		have you suddenly become cowardly?
	Guile	...After I set my hair
	Ken	...Hurry up.
VS. Dhalsim	Ken	It's been a while, Yoga Master!
		Teach me a lesson or two.
	Dhalsim	Full of youthful vigor
		However, excessive confidence
		Sometimes it destroys the person.
	Ken	No more preaching.
	Ken	Could it be that you shirked your training
		and forgot the secrets of yoga
		...Is that the punchline?
	Dhalsim	I too am still in tr
		aining. Shall I entrus
		t everything to the will of the fire god (Agn
VS. Python	Ken	Hey, failed boxer.
		See you again in Vegas
		I heard you suffered a crushing defeat.
	Bison	Shut up!
		Gambling is,
		a man's pastime!
	Ken	Oh... with gambling
		about "losing" than you think?
	Bison	I'm in a bad mood right now.
		That you spoke to me,
		Regret it in the afterlife!
VS. Balrog	Balrog	That's ugly.
		Why are all human beings
		He is probably uglier than me.
	Ken	You sure talk a lot.
		Then I'll make that proud beauty of yours
		become covered in mud.
	Balrog	Impossible. The ugly one is,
		You can never beat something that's forev
		...That is the truth.
	Ken	I don't know any truth like that.
		Here we go!
VS. Sagat	Ken	The king of Muay Thai, is he?
		For the opponent
		Looks like there's nothing lacking.
	Sagat	I have no business with you.
		When you meet Ryu,
		tell him that I was the one who was lookin
	Ken	Ah, I will tell him.
		Sagat, before me,
		you miserably fell in defeat
	Sagat	Kid, don't underestimate me.
VS. Vega	Ken	Hey, leader of Shadaloo.
		It seems you're plotting
		something stupid again.
	Vega	Hum.
		So what of it?
		What can a bug do?
	Ken	Well,
		to that unnecessarily long face of yours
		I'll just land one punch in it.
	Vega	Fool.
		To think you came all the way here just to
VS. Akuma	Ken	Now then, if my opponent is you
		I'll brace myself as well
		I have to go, huh.
	Gouki (Akuma)	Absurd.
		Your spirit,
		I'll scatter it away for you.
	Ken	The one who gets scattered
		might surprisingly be you.
	Gouki	Keep babbling...
		Annihilation!
VS. Hugo	Poison	Hmph...
		Isn't that a bit too orthodox?
	Poison	Put kumadori makeup on your face,
		and make him wear a red cape,
		Not very conspicuous, huh.
	Ken	Hey, hey.
		Look at someone's face,
		What are you talking about?
	Poison	By the way, you—
		Can you spit poisonous mist?
	Poison	Have you ever hit someone
		with a folding chair?
	Ken	・・・
	Poison	Tch. You're useless.
		Well, fine, I'll teach you properly later.
		Hugo!
	Hugo	If you lose,
		you'll join my crew.
		Is that okay?
	Ken	All right.
		In any case, the one who will win is
		Because it's me!
VS. Tabasa	Ken	♪Trick or treat!
		Oh, how nostalgic.
	Tabasa (Tabasa)	Hmm, this is a custom of this world, isn't
		What you are trying to say is
		I understand, but...

Ken continuation

Opponent Character	Message character	Message Content
VS. Tabasa Continued	Tabasa (Tabasa)	This is, It's not just fashion There is none.
	Ken	Huh? No... Recent cosplayers have become really serious, haven't they?
	Tabasa (Tabasa)	...It's not unreasonable. Now, let me show you the essence of ultra-modern magical science.
VS. Dan	Ken	げ。
	Dan	Hey there, the national fighting champion. We met at a good time... Wait, why are you running away?
	Ken	H-Hey. Long time no see. No— I didn't notice you at first. I've got things to do, so I'm off.
	Dan	Hold on. Are you running away? Heh heh heh. I thought so.
	Dan	Given that I have perfected being the strongest, it's no wonder it turned out that way.
	Ken	Yes, exactly. No one can beat you. The strongest is you! Isn't it?
	Dan	Hey, I told you to wait, damn it! Damn, you don't believe me...
	Dan	All right, I'll prove my strength! Let's go, hyahhooi!
	Ken	Did I get caught... It can't be helped, I'll take care of you quickly!
VS. Demitri	Demitri	Hou, you... Blessed with a good partner Seems like (you) are there.
	Demitri	It smells sweet...
	Ken	Huh? Are you talking about Eliza?
	Dimitri	Eliza... a fine name. I vow to welcome her as one of my servants.
	Ken	Servant? Aren't you misunderstanding something, You there.
	Ken	Hm? Fang?... No way, a vampire!?
	Demitri	You only noticed now. Well then, tonight looks like it will be a sweet moment to spend.
	Ken	How about that one? You here You're going to be defeated by me!
	Demitri	Ha-ha-ha! Interesting. Come at me!
VS. Rockman Zero	Ken	Hey, hey, with my son About the same, isn't it? It's enough to make me lose my nerve.
	Mega Man Zero	... that far? ...I'm not a kid, though.
	Ken	...Well then, without holding back. Very well, I'll let you try.
	Ken	By the way, for addressing superiors Your manner of speech, I'll teach you a little.
VS. Brainwashed Ken	Ken	W-What?... Is it me?
	Brainwashed Ken	Uuuuu... Th-There's another me...
	Ken	This lump of murderous intent is not me! But...
	Ken	(Somewhere in my heart, I...) Is this what you wish for?)
	Brainwashed Ken	Wooooah!
VS. True Gouki	Ken	Just facing each other So much sweat...
	Ken	Heh, no matter what He doesn't look like an easy opponent.
	True Akuma	I'm not in the mood for killing for sport. Get lost quickly.
	Ken	Men are... It can't be helped like that. Sorry, but you'll have to come along with me!
	Zangief	Then behold, my Hadou!
VS. Red Arremer	Ken	Ugh, where is this...?
	Red Armored Soldier	Gyagya!
	Ken	Hey, hey, hey! It's too much of a theme park Isn't this too realistic?

Chun-Li

Opponent character	Message character	Message Content
VS. Chun-Li	Chun-Li 1P	?! With me Ri... It's like a clone.
	Chun-Li 2P	But my legs are slimmer. My skin is also more lustrous.
	Chun-Li 1P	No way! I look cleaner Because I'm slender!
	Chun-Li 2P	You said it!
VS. Guile	Chun-Li	Oh, isn't that Guile? What a surprise. What are you doing in a place like this?
	Guile	...It's a military secret.
	Chun-Li	Stiff as ever, huh. As always.
	Guile	And since then, even more so I heard your skills have improved. Want to try them out on me?
	Chun-Li	Is that okay? I won't hold back, you know?
	Guile	No need for unnecessary worry. Come on!
VS. Dhalsim	Chun-Li	No matter how many times I see it, I never get used to it. Arms and legs stretching...
	Dhalsim	I lack sufficient training. It seems I must still strive [illegible] continue to make progress.
	Chun-Li	Will you help me with that training?
	Dhalsim	You mean act as an opponent in a match? Very well.
	Chun-Li	If that will be of aid to you. Thank you. Well then... here I go!
	Dhalsim	Yogah
VS. Bison	Chun-Li	I found you, Bison! Where is Vega? Answer me!
	Bison	I don't know. Even if I knew, I won't tell you.
	Chun-Li	Once an unbeatable boxer, now a dog of Shadaloo— So they've fallen from grace!
	Bison	...Say that again.
	Chun-Li	Oh my, Shadaloo can't even train its pet properly You're not done, are you?
	Bison	Hah! ...Drop dead!!
VS. Balrog	Chun-Li	Hey there, you pseudo-gentleman. There's something I want to ask you?
	Balrog	フ･･･ Is that my secret of beauty?
	Chun-Li	You say something amusing. By the way, where is Vega?
	Chun-Li	If you tell me quickly, I'll let you go.
	Balrog	Well, well, what an energetic lady. I'm sure you'll let out a beautiful scream. I wonder if you'll let me hear them.
VS. Sagat	Chun-Li	I wasn't planning to say anyway. It probably isn't there, but I'll at least listen to what you have to say.
	Sagat	Say whatever you want to say.
	Chun-Li	Where is Vega? Teach me.
	Sagat	...I don't know.
	Chun-Li	I knew it. Fine, I'll defeat you I'll reach Vega's place!
	Sagat	Good eye. However, this ends here!
VS. Vega	Chun-Li	Shadaloo's leader, Vega! I've finally found you! My father's killer!
	Vega	Enemy? Now then, who could it be
	Vega	About punks like that, I can't be bothered to remember every little thing.
	Chun-Li	If it's time to recall, I'll give you as much as you want. Locked behind iron bars!
	Vega	To Psycho Power Defeat is impossible. I will make you understand it.
VS. Akuma	Chun-Li	What terrifying eye color. That is Akuma...
	Gouki (Akuma)	Leave immediately. It won't become a deathmatch with you.
	Chun-Li	No, I will not back down. My power... I will use you as a test subject!
	Gouki	Do you desire a pointless death? You fool!
VS. Hugo Poison		Yes, that's good! Quite the material, aren't you? Hey you, can you sing?
	Chun-Li	Huh? Me? Song?? Well, I'm average...
	Poison	How wonderful, how wonderful! After the match, a song in the ring!
	Poison	Can sing and dance Handsome idol wrestler! It's sure to be a jackpot!
	Chun-Li	Who are you calling a wrestler?
	Poison	Yes, yes. I'll hear the rest of the story later Hugo!
	Hugo	You seem nimble. But if you just keep running away, I'll catch you sooner or later.
	Chun-Li	Are you mistaken about something? You're the one who'll be counted out in three! Oh?
VS. Tabasa	Chun-Li	What a cute costume. Is there some kind of festival somewhere?
	Tabasa	This is my everyday outfit.
	Chun-Li	Oh, is that so? (So she's into this kind of thing)
	Chun-Li	I'll still have to ask you a few questions as part of my duty, May I?
	Tabasa (Tabasa)	I have some business to attend to, To your request, I cannot comply.
	Tabasa	Well then, excuse me.
	Chun-Li	Wait a moment! You won't get away!
VS. Dan	Dan	I am Saikyo-ryu's Hibikidan (Flame-igniting Bullet)! It's a duel!
	Chun-Li	...some kind of act? Maybe it's a TV program or something.
	Dan	If you are also a fighter, you'll feel your blood stir when you see me!
	Chun-Li	Not at all.
	Dan	くっ･･･ Ugh, whatever — let's fight! It's a battle!
	Chun-Li	Sorry, but I'm in a hurry. I'll finish this in a minute, That's the plan.
VS. Demitri	Demitri	No matter how beautiful a woman is, she will one day grow old...
	Demitri	Aren't you terrified? Growing old and becoming ugly, To die. Vampires
	Chun-Li	... such a thing...!
	Demitri	Accept me. Just by that, your beauty will become eternal...
	Demitri	Keep your eyes only on me!
	Chun-Li	...Kuh! Be quiet! ! I will arrest you!!
	Demitri	Hahaha! Do you like rough treatment?
	Demitri	Well then, I will make you my captive at once!
VS. Rockman Zero	Chun-Li	A little I'm looking for someone, Is it okay?
	Mega Man Zero	No... (or Rockman Zero No...) I'm in a hurry...
	Chun-Li	around here did you see a big man in a red outfit wearing a red hat?
		I don't know Rockman Zero...
	Chun-Li	ah, even though you're a kid Not very cute, are you. ...Now that I look closely, what's that?
	Chun-Li	A weapon? Show me a little.
		Don't touch Mega Man Zero...
	Chun-Li	W-What is it? Just because they're a child, I won't spoil you.
VS. Brainwashed Ken	Brainwashed Ken	Spring, is that Chun-Li? Uuuuuuu.
	Chun-Li	Ken, what's wrong with you? I'm not ordinary, you know?
	Brainwashed Ken	Hmm... Uuuoooooo!
	Chun-Li	This is killing intent!
VS. True Gouki	Zangief	Are you intimidated by my wave...?
	Chun-Li	Well, yeah... But it's more like warrior's tremble I will do it.
	Shin Gouki (True Akuma)	How long can she endure... Show me the strength of your fist!
	Chun-Li	If it's resolve I've long been ready. I'm going!
	Shin Gouki (True Akuma)	Oh!
VS. Red Arremer	Chun-Li	Where is this?
	Red Arremer Gyagya!	
	Chun-Li: Huh?	Huh? Hey!
	Red Arremer Gyaa!	

Guile

Opponent character	Message Character	Message content
VS. Guile	Guile 1P	It feels like I'm having a nightmare. I am, I am right in front of me.
	Guile 2P	This is the doppelgänger Is it the thing called "というやつなの
	Guile 1P	At a time like this, there is only one course of action to t
	Guile 2P	We finally agree on something. All right, let's go!
VS. Dhalsim	Guile	Dhalsim, how have you been? Since when?
	Dhalsim	It's been a long time. I am always striving to improve. I am not the same as I used to be.
	Guile	I'm the same way. Still, I won't be able to reach it, of cou
	Dhalsim	You, it seems, still seek vengeance You seem to still be pursuing it.
	Guile	Ah...
	Dhalsim	"Even a man of your caliber, has not yet reached enlightenment..."
	Dhalsim	However, the cycle of hatred must be broken somewhere.
	Guile	No matter what anyone says, I will not be stop
	Dhalsim	Yogā—
VS. Bison	Bison	You bastard! ...Guile, huh. Perfect timing.
	Bison	The punching bag got torn There's something to hit Just the place I wanted.
	Guile	Me instead?
	Bison	That's right. I'll beat you until you spit blood, beat and keep on beating you.
	Guile	If punches can't land, how are you supposed to strike?
	Bison	Enough of the backtalk!
VS. Balrog/Guile		Tell me where Vega is. I'll spare your life.
	Balrog	Both skill and beauty Lacking as you are, such boastful words.
	Balrog	How foolish...
	Guile	Will you vomit or not?
	Balrog	I must carve it into your body. It seems it won't happen. The stigma of an ugly defeat.
VS. Sagat	Guile	Where is Vega? Answer me, Sagat!
	Sagat	Hmph. I've been underestimated. Do you think I'm the kind of man who without even fighting?
	Guile	...I'll make you break and confess in the face of defeat soon enough.
	Sagat	First I'll split your chin open So you won't be able to beg for your l
VS. Vega	Guile	This wicked power... No doubt about it. Vega!
	Vega	Don't hold back. Come at me with a surprise attack or Do as you please.
	Guile	I'm not like you. Fair and square, from the front. Avenge Nash!
	Vega	I see. "Fight bravely and die." ...Is it?
	Vega	For the family left behind as well. Is that what you call honor? Do as you please.
	Guile	Don't underestimate me! I will win!
VS. Akuma	Gouki (Akuma)	To live by battle, or to die by battle? What a resolute determination.
	Guile	That is what a soldier is.
	Gouki (Akuma)	To encounter the strong No reason is needed. Hear the wailing of countless vengefu

	Guile	I will leave that duty to you. Now, come!
VS. Hugo	Poison	Hmm, I'm entranced. You have a wonderful body!
	Guile	Praising me won't get you anything.
	Poison	Oh my, no need for tha nks. You'll just have t o work hard in return.
	Hugo	You, Become my partner! We can form the strongest tag
	Guile	I will (dedicate) my life to I have decided to dedicate it to the military Unfortunately, you'll have to try elsewhere
	Poison	You really don't understand, do you? You have no choice!
VS. Tabasa	Tabasa (Tabasa)	I see. By moving the fists at sonic speed..
	Tabasa (Tabasa)	you create a shockwave, is that right?
	Guile	Who are you?
	Tabasa (Tabasa)	I am a passing mage scholar.
	Tabasa (Tabasa)	Let's talk a little but may I ask, do you have a moment?
	Guile	Arcane studies...? I don't know what you're talking about, but military I have no intention of answering questions about classified matters
	Tabasa	Is that so. Then in actual combat I will confirm it!
	Guile	H-Hey!
VS. Dan	Dan	Hah! Ti! Yaaahh!!
	Guile	(What kind of dance is that?)
	Dan	...What the hell are you! Do you have a complaint?
	Guile	No, he was dancing joyfully, and seemed to be having fun...
	Dan	てめぇ! the Saikyo-style secret special training Are you making a fool of me?
	Guile	Special training... that thing?
	Dan	I won't put up with this any longer. It's time to settle this, you soldier bastard!
	Dan	The terror of the Saikyo school, To the marrow of your bones I'll beat it into you!
VS. Demitri	Demitri	Let me assist you Won't you do it for me?
	Demitri	As a thank you I will grant you eternal youth.
	Guile	I refuse. I refuse to stop being human That's unacceptable.
	Demitri	What are you particular about? There's no value in something like that Wouldn't it be so?
	Guile	You (plural/formal) will never understand this.
	Guile	If you ask me eternal youth is of no value.
	Demitri	Huh... If you do not fear for your life, "I'll crush you right now!
"VS. Rockman Zero Gail"		Hm?" "Are you Rockman?" It was unconfirmed information even within the military.
		You've mistaken me for Rockman Zero... Get out of the way
	Guile	Well then. try a performance check Shall I go ahead and do it?
VS. Brainwashed Ken	Brainwashed Ken	Uhuuuuuuu. Gagairu...
	Guile	Ken, what's wrong!? It's not a trivial matter...
	Brainwashed Ken	Uuuuuooooo!! Dieee!
	Guile	Ken! Sorry for the rough method, but I'll put you to sleep for a while!
VS. True · Gouki	Guile	Even someone like me, Gives me goosebumps...
	真·豪鬼	Step back... There is no logic in needlessly throwing away one's life.
	Guile	What kind of joke is this?
	Guile	If you live a life cowering before enemies, it's better to have it end!
	真 Gouki (Akuma)	A reputation achieved through death is not worth a single penny!
VS. Red Arremer	Guile	What is this place?
	Red Armorer	Gyagyah!
	Guile	...Is this... hell?
	Guile	No wonder. I've work ed for a long time as a soldier. It's a deserved reward.
	Red Arremer	Gyaa!!
	Guile	That said, Even if they fall into hell, a soldier is still a soldier. Enemies who come at us will be eliminated!

Dhalsim

Opponent Character	Message Character	Message Content
VS. Dan	Dhalsim 1P	W-What is this? A trial from the gods.
	Dhalsim 2P	Or is it a demon's trap?
	Dhalsim 1P	However, Without confronting oneself There is no way to perfect the path
	Dhalsim 2P	Exactly. Surpass oneself, Let us walk even further!
VS. Bison	Bison	That's an incredible reach. Hey, when you become a boxer, Call out to me.
	Dhalsim	Unfortunately, about this so-called boxer I do not intend to.
	Bison	Why? You can make money?
	Dhalsim	Training dilige ntly is not for the
	Bison	sake of money.
	Dhalsim	Then what is it for? Those imprisoned by desire to seek an incomprehensible state.
	Bison	Tch, acting all high-and-mighty. That's enough, Monk, chant your sutras or something!
	Dhalsim	Yogah
VS. Balrog	Balrog	Training without even taking a bath. Don't come near me. You foolish and ugly man.
	Dhalsim	The foolish one is You are someone who is captivated only by appearances. you are.
	Balrog	Hah. Such nonsense is— Those hideous ones' Nothing more than self-justification!
	Dhalsim	Once, to punish them You don't seem to understand. I will show you the secrets of Yoga
	Balrog	This strength that comes from beauty. Savor it to the fullest!
VS. Sagat	Dhalsim	You, still You seem to be suffering..
	Sagat	What could you possibly understand... Depart.
	Dhalsim	If your heart is distur bed, your technique will be thrown off. At
	Sagat	your current level, you could not even d efeat me. You've talked a bit too much... I'll make it so you won't be able to speak for two or three days.
VS. Vega	Dhalsim	Even if you plot world conquest, You will not gain peace of mind. Vega.
	Vega	Hmph, peace of mind? "You're talking in your sleep."
	Dhalsim	"You don't intend to reform? If so," "I will guide you to the righteous path."
	Vega	Nonsense... You are the one who should submit to my power Bow down!
	Dhalsim	If you do not understand It can't be helped. Then show no mercy!
VS. Akuma	Dhalsim	You who are manipulated by the evil wave There is salvation for you It seems necessary.
	Gouki	No salvation is needed. The Wave of Murderous Intent is my very essence.
	Dhalsim	You who are a madman for power, You do not realize it. I will free you with the power of Yoga.
	Gouki (Akuma)	What I unleash is my fist. I will lead you to the afterlife!
VS. Hugo	Dhalsim	Yogaa.
	Poison	Hey, hey, you there! Didn't your arm just stretch out?
	Dhalsim	This is Yoga. My legs can stretch too.
	Poison	A-amazing. With this, another... If I could breathe fire...
	Dhalsim	Yoga Fire!
	Poison	Ahahaha♪ Amazing, amazing. You absolutely must come and work for us.
	Poison	Hugo!
	Hugo	That street performance can be useful. It could work as my opening act for the audience. You'd better liven things up for me.
VS. Tabasa	Tabasa (Tabasa)	To this extent To be able to transform one's body, truly remarkable.
	Dhalsim	A secret art of Yoga. Are you interested?
	Tabasa	There is plenty.
	Tabasa	However, It will take a little ti me to compile the data. S
	Dhalsim	tranger, the miracles of yoga are but a fragment
	Dhalsim	of profound enlightenment. Attain enlightenment through the body Even without facing each other, You will gain nothing.
	Tabasa (Tabasa)	Heh heh heh, I wish to inquire about the principles of all things, It can be hypothetically explained.
	Dhalsim	Though you are wise, because of that knowledge your eyes are closed
	Dhalsim	Once more, will be led back to their starting point. Very well.
	Tabasa (Tabasa)	I see. Theoretical exercises on paper and Not just the data,
	Tabasa (Tabasa)	practice and learning by doing as well It is indeed important.
	Dhalsim	Are you ready? Yogah!
	Dan	What was that? Then, his hand reached out!?
	Dhalsim	To lose your composure over something like this. still in need of training It seems insufficient.
	Dan	Uh — that just now was a bit... I was just surprised.
	Dan	You should be the one to be shocked when you hear it! The Saikyo-style incendiary shot is It's me!
	Dhalsim	...Yoga?
	Dan	Damn it. Anyway, come at me!
VS. Demitri	Dhalsim	Spirits and demons. Return to your own world!
	Demitri	This place is also my world. As its ruler.
	Dhalsim	Yogā. I will burn it all away with holy flames, I will purify you.
	Demitri	How pointless...
VS. Rockman Zero	Dhalsim	What is it you seek, Where will you wander to? Little one.
	Rockman Zero	I can't say that.
	Dhalsim	If you master the secrets of yoga, "I can also sense people's hearts but..."
	"Rockman Zero	..
	Dhalsim"	"In your heart... only darkness spreads.."
	Rockman Zero	Hmph... That may be so.
VS. Brainwashed Ken	Dhalsim	How foolish. To possess such power, and yet have your heart ruled by darkness
	Brainwashed Ken	Uuuuuuu. Da— Dalsim...?
	Dhalsim	It would be best for you to close your eyes I will bring you back to your senses with my power
	Brainwashed Ken	Uuu... Mu... unnecessary!
VS. True Gouki	Dhalsim	What on earth. An evil aura has grown larger than before.
	真 Gouki (Akuma)	Are you prepared...? Depart to the netherworld!
	Dhalsim	I will stake my life to stop you!
	真 Gouki (Akuma)	Ridiculous!
VS. Red Arremer	Dhalsim	Huh!? Where is this place?
		Red Army, gyagya!
	Dhalsim	What is this, hell?
	Dhalsim	I have trained my body with Yoga, but I was not freed from the karmic deeds of this world.
	Red Arremer	Gi... Gyaa!!

Bison

Opponent Character	Message Character	Message Cont
VS. Bison	Bison 1P	ent To impersona te me... be prepared to die is ready, right!? Huh!
	Bison 2P	Don't let the fake talk! I'll strip off your disguise immediately I'll peel it off you!
	Bison 1P	I'll rip that mouth of yours apart.
VS. Balrog	Balrog	Elegant, delicate, flowing... Possessing none of those, Pitiable and ugly man.
	Bison	Take good care of that m ask, my noble
	Balrog	young man. ...What are you trying to say?
	Bison	Smash your proud face to pieces I'll crush you, okay. Starting now!
	Balrog	Your language is even vulgar. You are not even worthy
VS. Sagat	Sagat	of death. After all, it's jus t technique-only box
	Bison	ing— no match for Muay Thai! It's true that a beaten dog barks a lo
	Sagat	...I won't go so far as to say I'll kill you. However, be pr epared to lose an
	Python	arm. Well then, I Shall I give you another scar on that chest Want me to do it for you?
	Bison	The remaining eye I wouldn't mind crushing it for you.
VS. Vega	Bison	・・・
	Vega	Bison, what are you thinking? That murderous intent of yours just now seemed directed at me?
	Bison	If I defeat you, I will be the leader of Shadaloo. Not a bad proposition.
	Vega	Hmph. Patients are the ones who long for dreams Die while still holding onto your dreams!
VS. Akuma	Bison	You seem pretty strong. How about it? Team up with me and let's take over Shadaloo!
	Gouki (Akuma)	I have no ear to lend to patients.
	Python	Is that so... If that's the case, then die. Even if you regret it in the afterlife, it'll be
	Gouki (Akuma)	The more insignificant the patient, There is no ugly thing!
VS. Hugo	Poison	You're perfect for the villain role! Truly born to be Unpopular role!
	Poison	You're really into it, huh~ ...so that's why, at my place Why not try wrestling?
	Bison	Depending on the money, I wouldn't mind being used by you?
	Poison	But I have no intention of paying any mon You are just working for free. We reap benefits with no effort.
	"Bison Poison"	H-Hey, don't screw with me, you bastard! It's fine to be loud and brash. But how long will it last, I wonder? Hugo!
	Hugo	You, You could be a great wrestler! I guarantee it やる!
VS. Tabasa	Tabasa (Tabasa)	Unable to suppress on one's own Violent impulse...
	Tabasa (Tabasa)	It may not be of any use, but at least the data I will keep it for later.
	Bison	What is it? You are.
	Tabasa	A little cooperation, I would like to receive it, but...
	Bison	If you have a favor to ask of me, A thick stack of banknotes Bring it to me!!
	Tabasa (Tabasa)	I do not possess a noble heart that serves for free. Is that so?
	Tabasa (Tabasa)	That is very This is important, you know?
	Bison	acting arrogantly Don't you dare speak! Vroooom!!)
	Tabasa (Tabasa)	(Heh heh heh, this is for the time being) The data seems collectible, doesn't it?) Here I go.
VS. Dan	Dan	Oraah! Bring it on, you brawling punk!

Bison Continued

Opponent Character	Message Character	Message Content
VS. Dan Continued	Bison	If you're a clown, that's enough. Go over there and dance.
	Dan	What did you say?! I'm Saikyo-style 火 pull-shot!
	Bison	For a comedian, What a brave name. I will deal with you!
	Dan	Don't you dare underestimate me! Ora ora ora ora ora~~!
VS. Demitri	Bison	What are you? That confident face of yours, I don't like it.
	Demitri	Don't come any closer, scoundrel. are filthy.
	Bison	How naïve they are I don't know, but,
	Python	I'll teach you how the world works I'll teach you!
	Demitri	Those who are ruled What do you intend to teach?
VS. Mega Man Zero	Bison	Oops, I won't let you pass any further.
	Rockman Zero	• • •
	Bison	Tch, what a nuisance What a loser. Well, fine.
	Bison	For my pastime, stay with me for a bit I'll take it!
	Mega Man Zero	... I'll eliminate you within three minutes.
VS. Brainwashed Ken	Python	Serves you right, Ken. You look pathetic. Hyahahaha.
	Brainwashed Ken	Uuuuuuuuu. B-Bison...
	Bison	I'll give you release. Come on, bring it on!
	Brainwashed Ken	Ugaaaaa!
VS. True Gouki	Bison	(W-What an intimidating presence...)
	真 Gouki	Gō!
	Bison	(I have to catch him off guard...) Uraaa!! !
VS. Red Arremer	Bison	...What is this place? What the hell has happened to me?
	Red Arremer	Gyaggya!
	Bison	Tch, have I finally fallen to this low a point?
	Bison	If that's the case, then I'll beat you until the end!

Balrog

Opponent character	Message character	Message Content
VS. Balrog	Balrog 1P	Hmm. Even as a counterfeit, it's beautiful.
	Balrog 2P	Am I worth being defeated by you? There is plenty.
	Balrog 1P	Polished costume. Polished, refined movement.
	Balrog 1P	However, none of them I am no match for you.
	Balrog 2P	If you apply blood makeup, or my beauty It might be possible to pressure (someone)
	Balrog 1P	Wanna give it a try?
	Balrog 2P	The question of which is more beautiful has surely already been decided, hasn't it?
	Balrog 1P	That's right. By my victory.
VS. Sagat & Balrog		Sagat, you will die.
	Sagat	What an amusing joke, Balrog. What do you mean by this?
	Balrog	The ugly one... I will never forgive you for standing above me. Someday Vega will also have to disappear.
	Sagat	Is beauty the only standard of value? How narrow-minded the world is. Honorable Young Master.
	Balrog	Die!
VS. Vega	Vega	"Oh, Balrog." Are you out of your mind?
	Balrog	Vega, Before My Beauty The time has come to kneel.
	Vega	Fuhaha. How amusing — I'll reduce you to dust!
VS. Akuma	Balrog	Your strength lacks beauty. That is to say, There is no value in living.
	Gouki (Akuma)	Value? How tasteless. The strong are the true reality!
	Balrog	Only beauty should exist in this world. Ugly one, perish!
	Gouki (Akuma)	I'll show you I'll annihilate you! 轟!
VS. Hugo Poison		Lucky! Fenced Deathmatch You're not the type to be confident!
	Balrog	I'm in the middle of grooming my claws. Leave.
	Poison	Even though it's a rare scout, You look a little pleased Show me your face?
	Poison	Hugo! It's your turn!
	Hugo	A masked wrestler isn't so bad either. To our legion You're going to join us!
VS. Tabasa	Balrog	Woman, don't move! These claws... They crave blood.
	Tabasa (Tabasa)	I see. The pleasure of cutting flesh with a blade. Unable to suppress that urge...
	Tabasa	A common pattern.
	Balrog	The pursuit of beauty You claim you cannot understand...
	Balrog	Then with your fresh blood, Let me teach you that.
	Tabasa	Heh heh heh, very well. Come here!
VS. Dan	Balrog	How ugly... It's filthy even to look at. Disappear, get out! No, die!
	Dan	What did you say, you bastard! The Saikyo style's techniques are obviously the
	Balrog	most splendid and strongest! I can't stand breathing the same air as you. I'll chop you up and feed you to the pigs.
	Dan	Try it, hey!
VS. Demitri	Demitri	As a servant, Not a bad physique.
	Demitri	Rejoice. Under me, forever I will preserve that figure.
	Balrog	I am a servant of beauty. I have no intention of serving a pale, outdated man!
	Demitri	Oh? You say something strange.
	Demitri	But after a little while, Serve me They will come to see it as a joy...
	Balrog	Nonsense. before true beauty I will make you kneel!
VS. Rockman Zero	Balrog	Functional beauty! ...I don't understand. That is one way of seeing it. Is it the form of beauty of psychic power...
	Rockman Zero	says incomprehensible things...
	Ciel	(Zero, the opponent is strong in aerial combat and primarily attacks with claws, be careful!)
	Rockman Zero	understood. .. I'll try it.
VS. Brainwashed Ken	Brainwashed Ken	Uuuuuu! So t
	Balrog	his is Psycho Power... There's not a shred of b
	Brainwashed Ken	eauty in it. Uuuuuoo
VS. True Gouki	Balrog	oo!! Th-this is... Such terrifying presence...
	真 Gouki (Akuma)	I am one who has perfected the fist. You are no match for me, Get lost!
	Balrog	It must not be... Something this ugly, You cannot be the strongest!
	Shin Gouki (True Akuma)	Perish!
VS. Red Arremer	Balrog	What is this place?
	Red Arremer,	gyagya! . Balrog is ugly...
		Both earth and sky, and all the creatures that dwell within them. are utterly ugly!
	Red Arimer:	Gyaa!
	Balrog	I will kill everything and destroy it all!

Sag

Opponent character	Message Character	Message content
VS. Sagat	Sagat 1P	When you live long in battle, many things happen.
	Sagat 2P	But this time it's the ultimate. To meet one's impostor.
	Sagat 1P	An impostor calling the genuine article a fake
	Sagat 2P	I care not which is the real one. The one who remains standing at the end I am an emperor.
	Sagat 1P	I agree. Let's go!
VS. Vega	Vega	Oh, Do you dare bare your fangs at this Vega, Sagat!
	Sagat	...The tiger's fury cannot be calmed by anyone!
	Vega	"Very well. I will make you understand, Your naivety!
	Sagat	Let's go!
VS. Akuma	Sagat	The fist that even defeated Vega. Even to this emperor You are not outclassed.
	Gouki (Akuma)	You think you can match me...? Such a mere child It is enough to slay with a single finger.
	Sagat	I see, a stabbing murderous intent After a long time I can bask in delight My opponent is different!
	Gouki (Akuma)	Perish!
VS. Hugo Poison		Somewhat amusing Do you bet on it?
	Poison	Well, Having only oddities would be a problem, so this is just right.
	Sagat	What is this about?
	Poison	It's a profitable deal. Although the one who profits Not you, though.
	Poison	Hugo!
	Hugo	Muay Thai , is it? But, Pro wrestling can't be beaten!
	Sagat	With that giant udo tree, Do something about me. Do you think you can?
	Poison	That's the plan. Go do it!
VS. Tabasa	Tabasa (Tabasa)	A blessed physique, power hidden within, What a remarkable talent.
	Tabasa (Tabasa)	However, that wound Binding yourself... What a pity.
	Sagat	You little brat, what could you possibl
	Tabasa (Tabasa)	y understand about this wound? From a superficial, academic perspective, it's nothing different from any other just a scar.
	Tabasa (Tabasa)	You are, Wallowing in sentimentality It isn't too much.
	Sagat	If you value your life, that will be enough for now
VS. Dan	Dan	All right! Finally it's here. My father's avenger!
	Dan	Here I goooooo! Ooryaaaaaa!!
	Sagat	Quiet down, brat. If you want to die, then hurry up Bring it on.
	Sagat	Spare me the speeches.
VS. Demitri	Demitri	Will you not obey me, the King of the Demon World? Are you not willing to submit? I will guarantee that strength for eternity.
	Sagat	I am an emperor. I bow to no one.
	Demitri	What right does a mere human have to swagger? If that's the case, I myself will personally... I'll make you crawl! !
	Sagat	Hmph! Be defeated by me, and reconsider your way of being think it over!
VS. Rockman Zero	Sagat	• • •
	Ciel	(Zero, that person... Sagat, the Muay Thai emperor, Beware, formidabl
		e enemy!) You know him well, Ciel, Mega Man Zero. Well
	Sagat	then, shall we begin? You're a clean-cut brat... Be honored to re
VS. Brainwashed Ken	Brainwashed Ken	ceive the emperor's strength upon your body! Uuuuuuuu. Is it Sasagat?
	Sagat	Pathetic, Ken. To go so far in pursuit of strength, Even so, you still don't m
	Brainwashed Ken	easure up to me. "Oh, I don't me
	Sagat	asure up..." Uuuuuuuuoooh! I'll prove that to you right now!
VS. True Gouki	Sagat	What a feeling! What murderous intent!
	真 Gouki (Akuma)	I won't let you escape... Death!
	Sagat	Me... Running away! To be intimidated by someone like yo I'm not the emperor!
	真 Gouki (Akuma)	Destruction...
VS. RED ARMY SAGAT		Where is this place?
	Red Army	Gyaggyaggy!
	Sagat	Hmph... you monster! You'll entertain me more than a tiger, won't you? Red Arrem

Vega

Opponent character	Message character	Message content
VS. Vega	Vega 1P	Oh ho, As my shadow double Perfectly tailored.
	Vega 2P	That's my line. I will become your limbs and become I will grant you the honor of working
	Bison 1P	Can you not tell which of us is superi Well then, If that's the case, I'll teach you!
	Vega 2P	Crawl on the ground and beg for forgiveness!
VS. Akuma	Vega	You...! I haven't forgotten!
	Gouki	Perish!
	Vega	Atonement with death!
VS. Hugo Poison		I like you, you know! The atmosphere really fits.
	Poison	Alright! You're hired! With our Hugo. Two theater billboards aren't just a d
	Vega	What are you saying, woman? If you talk nonsense too far, you'll los
	Poison	Nonsense? No, I'm deadly serious! Hugo!
	Hugo	I can tell. You are strong... Join my legion!
	Vega	Idiot. Die!
VS. Tabasa	Tabasa (Tabasa)	This evil wave of energy!? ...So this is Psycho Power. How interesting.
	Vega	Fuhaha. Get out of the way, woman — you're
	Tabasa (Tabasa)	I won't flinch. Your power will be experimentally analyzed for my research!
	Vega	Very well! Is it the form of beauty of psychic pow I'll make you my prey!
VS. Dan	Dan	What a sinister-looking bastard. Could it be you, Is my power the goal!?
	Vega	What is your power? What kind of power do you have, and how much of it is there?
	Dan	Hah! If you underestimate the Saikyo style you'll get hurt!
	Vega	I'll play with you for just three minute Then you'll fall into hell.
VS. Dimitri	Vega	You... are not human.
	Demitri	Heh, on the contrary, you don't look like a human to me.
	Vega	Kukuku... that's right. I, with this psychokinetic power He has already surpassed being huma
	Vega	To start with, you... I will put you on a blood-soaked altar!
	Demitri	Hmph, a degenerate human. To a being that transcends true huma Not a chance!
VS. Rockman Zero Ga		Oh, a humanoid weapon, is it? To your maker Shall I be taught?
	Rockman Zero:	Sorry, but I don't know either.
	Vega	I see, then I want to say Make it so (that it becomes that way). For the sake of my Shadaloo!
	Ciel	(Zero! That's The boss of the secret organization Sh Vega!)
	Ciel	(Using a mysterious power called Psy Be careful! It uses an uncanny force o Watch out!)
	Rockman Zero	— you really do know a lot. ...Well, fine. ・・・Will you tidy it up?
	Vega	Are you coming at me? Interesting! I'll take a good look at that performance!

VS. Brainwashed Ken/Vs. Mind-Controlled Ken		How is it, Ken? How do you feel right now? It must feel exhilarating. ククク
	Brainwashed Ken	Uuuuuuuu... B-Beegaaah...
	Vega	Well then, I'll see how the finished product turned out. He's stronger than before You must give it to me or I'll be in trouble.
	Brainwashed Ken	Uuuuaaaaah!
VS. True Gouki/Vega		I've captured you, Gouki. There is nowhere left to run or hide. Prepare yourself.
	Zangief	From the unrepentant foo There is no way to escape.
	Vega	Don't act tough. Until the last drop of blood, I'll squeeze you dry!
	真・豪鬼	Gah!
VS. Red Arremer	Vega	What is this world?
	Vega	From inside the body The power surges through me... Fuhahahaha!!
	Red Arremer	Gyaggya!
	Vega	Is it a beast that cannot speak? But it has a rebellious look in its eyes. It needs some discipline!
	Red Arremer	Gyaaah!!

Gouk

Opponent Character	Message Character	Message Content
VS. Gouki (Akuma)	Gouki (Akuma) 1P	Skill, strength, and th e Hadou. For all to be e
	Gouki (Akuma) 2P	qual to me... what hesitation. No matter who the opponent is, Only the one who overcomes is true!
	Gouki 1P	Perish!
	Gouki (Akuma) 2P	Yes!
VS. Hugo Poison		Whoa, this one... It's a real bargain!
	Poison	How about it, won't you join us? Join what? Professional wrestling — pro-wres
	Gouki	・・・。
	Poison	...Ignore? Well, you don't have the right to refuse but still...
	Poison	Hugo, do it!
	Hugo	You can You can become my partner. Let's form a team and rampage in the ring!
	Gouki	...Annihilate!
VS. Tabasa	Tabasa	Is this the Wave of Intent to Kill? ...I will reassess my evaluation. It lives up to the rumors.
	Gouki (Akuma)	...Go away.
	Tabasa (Tabasa)	Heh heh, not so fast. The Surge of Murderous Intent, its principle I will elucidate it!
VS. Dan	Dan	What the hell are you?
	Gouki (Akuma)	My name is Gouki. One who has mastered the fist...
	Dan	Huh? Mastered what? Saikyo doesn't belong to me It's already decided!
	Gouki	Perish!
VS. Demitri	Gouki (Akuma)	Even if you are an inhuman demon, it is only right that you bow before me!
	Demitri	Me bowing before you? Even as a joke, that's not funny.
	Gouki (Akuma)	Huh... It's been a long time, and I'm boiling with excitement! Taste the annihilating wave to your heart's content!
VS. Mega Man Zero		Mega Man Zero, get out of the way... You'll get hurt...
	Gouki	How conceite d—utterly! Perish!
	Rockman Zero	It can't be helped...
	Ciel	(That person is Akuma. Passed down since the Warring States period A practitioner of assassination fist)
	Ciel	(But be careful... It seems there's something not in the data)
	Rockman Zero	isn't in the data... What on earth is this. Well then... here I go
VS. Brainwashed Ken	Brainwashed Ken	Uuuuuuu. ご、Gouki...
	Gouki (Akuma)	You have stepped in too, have you? Onto the path of asuras...
	Brainwashed Ken	Uuuuuooohhh!
VS. True·Gouki	Gouki	・・・・・・
	Zangief	Be gone, my shadow. The perfected one can be alone.
	Gouki	Did you think I would retreat? You are the one destined to vanish!
VS. Red Armour	Gouki	・・・・・・
	Red Armored Soldier	Gyakyak!
	Gouki	Do you know that these are fists that make demons tremble? As you wished, I will annihilate you!

Hugo

Opponent Character	Message Character	Message Content
VS. Hugo	Hugo 1P	Nice body, Hey, won't you team up with me?
	Hugo 2P	— you, of all people, Won't you team up with me?
	Poison 1P	Hmmm, both of them look about equally strong, but...
	Poison 1P	First we have to decide the hierarchy.
	Poison 2P	Business comes after that. Go on, Hugo!
VS. Tabasa	Poison	Yeah, if you put a leotard on them maybe it'll work out!
	Tabasa (Tabasa)	...Suddenly, what are you talking about?
	Poison	Well, to put it simply, it's a scouting. For a ring girl, she's a bit too strong.
	Poison	For now, Scout him! Hugo!
	Hugo	Soon I'll also give you lessons as a wrestler. Don't worry.
	Tabasa (Tabasa)	How selfish... Fine, I will make you regret it!
VS. Dan	Poison	No, no. Completely, utterly, not at all Useless.
	Dan	What the— hey! Say that one more time!
	Poison	...You're so annoying. Hugo! Shut this guy up!
	Hugo	You, If you interfere with the scout I'll kick you out!
	Dan	Try it. Hyahhoo!
VS. Demitri	Poison	I can do it!! "Vampire vs. Giant"
	Poison	a great card to make a fortune There's no doubt!
	Demitri	・・・?
	Poison	Heh heh heh, sorry b ut you're going to work for me! ...Hugo!
	Hugo	You look pale. Shall I go easy on you?
	Demitri	I don't understand it at all, but sometimes you need to have fun. Come at me.
VS. Mega Man Zero	Poison	Oh, you're tiny. This is hopeless.
	Rockman Zero	normal, It would be fine to go out It's not something for me
	Hugo	Poison, Me, about this guy Something's bothering me...
	Poison	Oh, how unusual. Fine, do as you please!
VS. Brainwashed Ken	Brainwashed Ken	Uuuuuuuu.
	Poison	You have a dangerous look in your eyes. Hit him two or three times Bring him back to his senses!
	Hugo	Just punching won't be enough. Beat him thoroughly!
VS. True Gouki	Poison	This one looks strong! It really has that feel.
	True Akuma	・・・。
	Poison	Can you make it? This time, even I have my doubts...
	Hugo	I'll show you the strengt h of a real pro wrestler!
VS. Red Armier	Poison	What is this pla ce...?
	Red Armorer	Gyagya!
	Poison	Ah, a monster!! Hyu, Hyugo!!
	Hugo	To win against anyone My Freude (joy). Even if the opponent is a monster, it's the same!

Tabasa (Tabasa)

Opponent character	Message Character	Message Content
VS. Tabasa	Tabasa 1P	Th-this is...
	Tabasa 2P	Is that a doppelgänger!?
	Tabasa 1P	An interesting subject for research
	Tabasa 2P	It looks like it will be. I'm going!
VS. Dan	Tabasa (Tabasa)	Hmm, Overall it's not great.
	Dan	What did you say, hey! What's wrong with me being not great. Overall isn't it perfect!?
	Tabasa (Tabasa)	Well then, I must hurry.
	Dan	Waiiiit!
VS. Demitri	Tabasa	Vampire...
	Tabasa	To roam the world al one as if it belonged to you I am not impressed.
	Demitri	Oh, a magician? For a long time now, in the human world They've become rare to see.
	Tabasa (Tabasa)	I am an arcane scholar. The sorcerer of this world An existence that only appears similar but is fundamentally different.
	Demitri	Hmph, well, fine then. At most it's a pastime to stave off boredom, I will enjoy this.
	Tabasa (Tabasa)	Even I know how to exorcise monsters, at least. Understood. Here I go!
VS. Rockman Zero	Tabasa	You are from his land Irregular Hunter! This is interesting.
	Rockman Zero	Reploid Do you know...
	Tabasa	both in this land and that land... there is nothing I do not know there is none.
VS. Brainwashed Ken	Tabasa	What's the matter? Even if it's just the mood... What is this...!?
	Brainwashed Ken	Uuuuuuu.
	Tabasa	They are under mental control. Very well, I will restore you to your original state
VS. True Gouki	Tabasa	Th-this swollen hatred. Is this the energy that a Shura dons, the surge of murderous intent?!
	True Gouki	Go to hell!
	Tabasa	Heh heh heh, not so fast. This is also work, you know.
	Tabasa (Tabasa)	Now, here I go.
VS. Red Arremer	Tabasa (Tabasa)	Where is this...?
	Red Armored Soldier	Gyakkya!
	Tabasa	レ、Red Armer! No way...
	Tabasa (Tabasa)	Facing the legendary demon to be able to do I'm with you too, huh.

Dan

Opponent Character	Message Character	Message Content
VS. Dan	Dan 1P	You bastard! The guy called Robert!
	Dan 2P	You're the one, damn it! I am the Saikyo-style 火 Hikidan!
	Dan 1P	Me が引！ ！ That Vogel bastard!
	Dan 2P	You scoundrel, I'll beat you to a pulp!
VS. Demitri	Dan	Hey, Whether you're a vampire or anything else,
	Dan	To me There's no one who can beat me! Come at me!
	Demitri	Will you not serve me? Forever your strength... Strength...
	Demitri	No, go ahead.
	Dan	What the—? What a vague fellow!
	Demitri	Those who can serve me are the beautiful, Only the strong.
	Dan	You bastard! What do you mean!!?
VS. Rockman Zero	Dan	YAHOO—!! Piece of cake!
	Ciel	(What's wrong, Zero?)
	Rockman Zero	—no, Just an irregular.
	Dan	What did you say, you bastard! I'll tear you to pieces!!
VS. Brainwashed Ken	Brainwashed Ken	...Power, it overflows ...Next is...you.
	Dan	Don't worry, I (arrogant first-person pronoun) I'll beat you to a pulp!
	Brainwashed Ken	Uuuuuuuoooo!
VS. True · Gouki	Dan	What the hell are you?
	Shin Gouki (True Akuma)	My name is Gouki. One who has perfected the
	Dan	Too perfected Did you go all the way to y
	Dan	I'll put you to rest, so be grateful!
	真 Gouki (Akuma)	Perish!
VS. Red Arremer	Dan	Where is this...?
		Red Army, gyagya!
	Dan	Wh-what is it

Demitri Maximoff

Opponent character	Message Character	Message Content
VS. Demitri	Demitri 1P	...Who are you? You are.
	Demitri 2P	Heh heh heh, I am you. Demitri Maximoff...
	Demitri 1P	The vengeful spirits of the Is it [illegible] caprice?
	Demitri 2P	For now I'll let it slide as entertainment... Disappear!
	Demitri 1P	That won't do. One Demon World king is Isn't that so?
	Demitri 2P	...I see. However, you cannot im itate my noble power.
	Demitri 1P	My victory will not waver.
VS. Rockman Zero	Ciel	(Not even a human... nor a Reploid I can sense something...)
	Rockman Zero	(Got it, Leave the rest to me)
	Demitri	The blood can not be sucked , but it looks like it will be f
VS Brainwashed Ken	Brainwashed Ken	Uuuuuuu
	Demitri	Pitiable puppet. Right now, I will unshackle that chain for you.
	Brainwashed Ken	You... What can you possibly do...
	Demitri	And my faithful... Become a doll! Hahaha!!
VS. True Gouki	Demitri	Hmph, quite the strength...
	真 Gouki (Akuma)	Obliterate!
	Demitri	Interesting, My faithful Become my servant!
VS. Red Arremer	Demitri	It feels nostalgic.
	Red Armored	Gyagya!
	Demitri	I see... The residence of Demon Lord Astaroth, is Heh heh heh...
	Red Arremer	Gyaaah!

Rockman Zero

Opponent character	Message character	Message Content
VS. Rockman Zero	Rockman Zero 1P	I...
	Rockman Zero 2P	There's another one...
	Rockman Zero 1P	Hm... interesting.
	Rockman Zero 2P	Indeed... right. Shall we?
VS. Brainwashed Ken	Ciel	(This is... Mind Control
	Ciel	How awful. Why would you do something like this...)
	Brainwashed Ken	Uuuuuuuu.
	Rockman Zero	(Brainwashing...?)
	Brainwashed Ken	Uuu... Gaaah!
VS. True Gouki	Ciel	(No, Over here (I can't gauge the opponent)
	Rockman Zero	This too, The ultimate form of a person ...Interesting.
	真 Gouki (Akuma)	I am one who has mastered the fist. Show me your power!
VS. Red Armier	Red Armier	Gyagya!
	Ciel	(Good grief... What has happened to this world? What has become of it?)
	Rockman Zero	(Ah... exactly)
	Red Arremer	Gyaaah!

Brainwashed Ken

Opponent character	Message Character	Message Content
VS. Brainwashed Ken	Brainwashed Ken 1P	Ugh... Is this a hallucination...?
	Brainwashed Ken 2P	Guuuoaah!
	Brainwashed Ken 1P	Ooaah!
VS. True Gouki	Brainwashed Ken	Uuuuuu.
	真・Gouki	Perish!
	Brainwashed Ken	Ooaah!
VS. Red Armored Soldier	Brainwashed Ken	Uuuuh, where is this...?
	Red Armored Soldier	Gyagya!
	Brainwashed Ken	Uuuuuoooohhh!

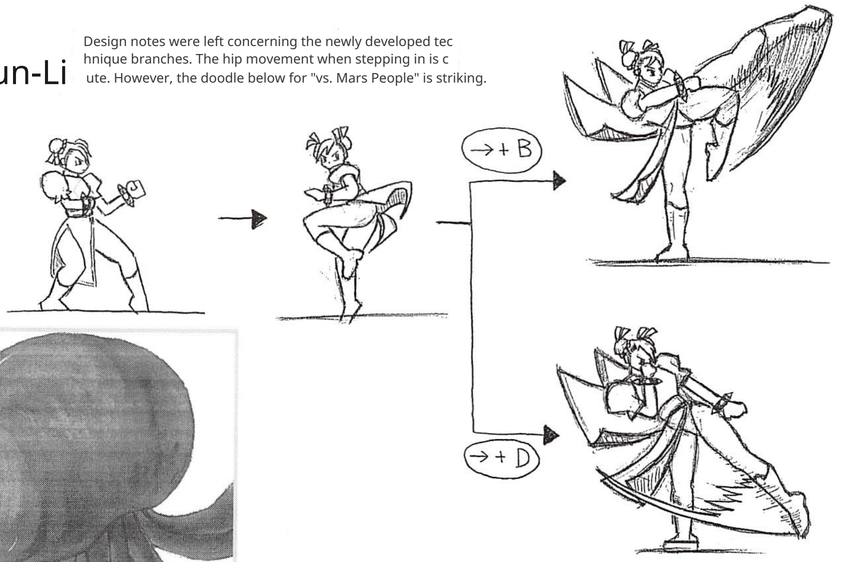
New Attack, Its Blueprint

Artbook of Settings

In this title, a Capcom character appears for the first time in an SNK lineage game. Therefore, many storyboards and design notes were created for Capcom’s character techniques. A portion of those are introduced here. However, it seems SNK also invested many ideas regarding that character.

Chun-Li

Design notes were left concerning the newly developed technique branches. The hip movement when stepping in is cute. However, the doodle below for "vs. Mars People" is striking.



Crane Whirl Kick

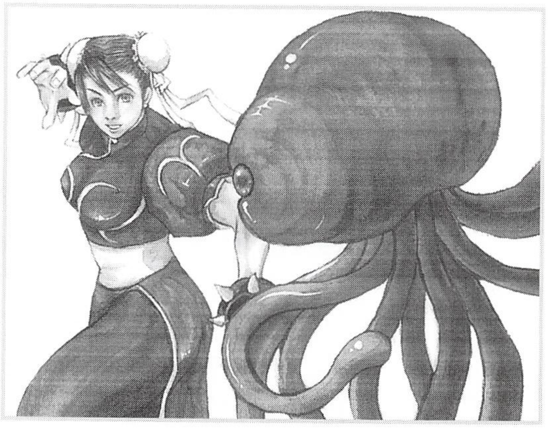
Capcom vs. SNK 2 + Medium Kick

Kick to the opponent's upper body!!

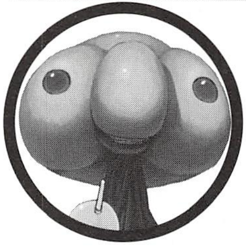
Original

The start-up of the move is the same as the Crane Spin Kick.

Kick to the opponent's lower body!!

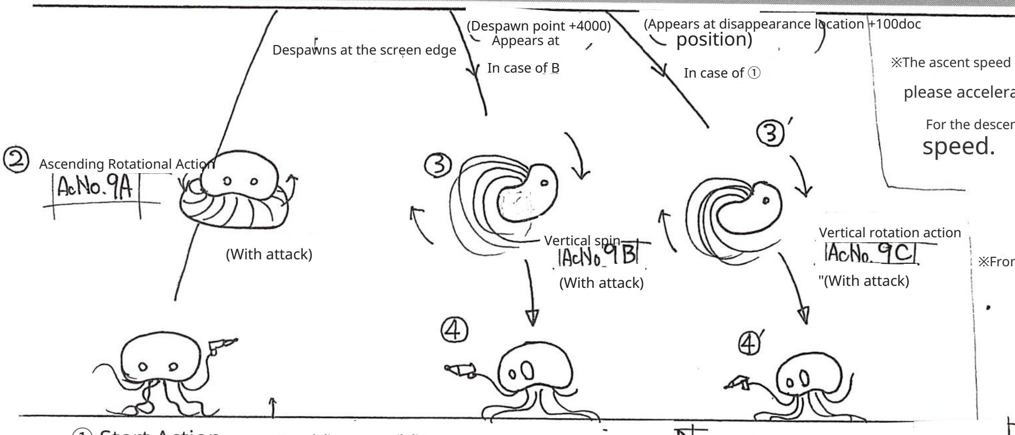


Chun-Li



Mars People

Mars People, the "Martians" from the Metal Slug series, make their debut appearance in the fighting game. The storyboards that direct their moves were also created with the quirky motions of Metal Slug in mind.


Despawns at the screen edge
(Despawn point +4000)
Appears at
In case of B
(Appears at disappearance location +100doc position)
In case of ①
② Ascending Rotational Action
AcNo.9A
(With attack)
③
Vertical spin
AcNo.9B
(With attack)
③′
Vertical rotation action
AcNo.9C
"(With attack)
④
④′

※The ascent speed is roughly the same as a normal ju

please accelerate partway through.

For the descent, please use Kim's flying kick blac

speed.

(Add 減 Fast)

※From disappearance to reappearance

Please set the time to 30F.

① Start Action
AcNo.99
(Common to BD)

Travel distance until disappearing off-screen is about 40 dots.

③ Landing Action AcNo9 The spawn position is a further 40 dots from the disappearance point, and it moves for 30 frames until landing. D

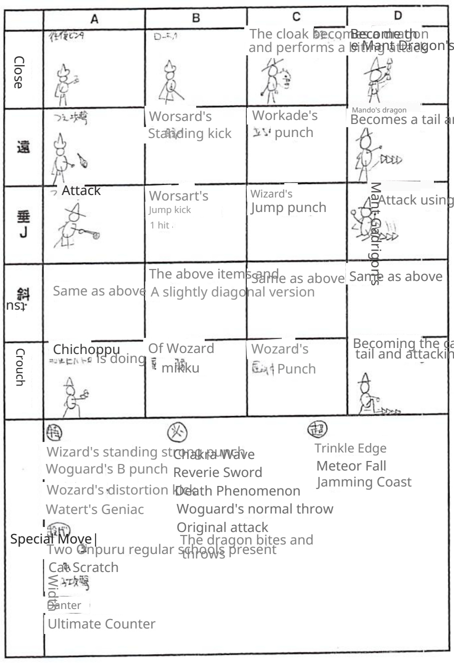
⑥ Landing Action ACA9E

The spawn position is 100 dots further from the disappearance point, and it moves 100 dots horizontally before landing.

Tabasa (Tabasa)

This is Tabatha's normal-move instruction sheet. Based on such storyboards, the move graphics are created. Because the original game is close to a fighting game, the instructions also seem to be simplified.

Tabasa



	A	B	C	D
Close	往復ビンタ	ローキック	The cloak becomes a dragon and performs a biting attack	Becomes the Mant Dragon's tail and attack
遠	つえ攻撃	Worsard's Standing kick	Workade's エルボ punch	Mando's dragon Becomes a tail and attacks
垂J	Attack	Worsart's Jump kick 1 hit	Wizard's Jump punch	Mant-Gadrigon's Attack using the tail
斜	Same as above	The above items and A slightly diagonal version	Same as above	Same as above
Crouch	Chichoppu is doing	Of Wozard mikku	Wozard's Punch	Becoming the cape dragon's tail and attacking

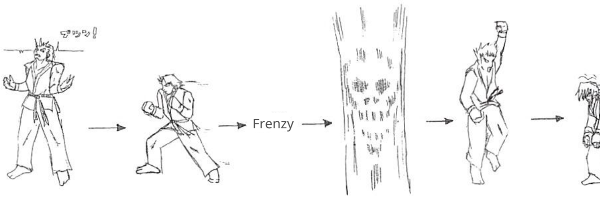
Special Move

- 投
  - Wizard's standing strong punch
  - Woguard's B punch
  - Wozard's distortion kick
  - Watert's Geniac
- 必
  - Chakra Wave
  - Reverie Sword
  - Death Phenomenon
  - Woguard's normal throw
  - Original attack
  - The dragon bites and throws
- 超
  - Trinkle Edge
  - Meteor Fall
  - Jamming Coast
- 投げ
  - Two Onpuru regular schools present
  - Cat Scratch
  - Width
  - Banter
  - Ultimate Counter

Violent Ken

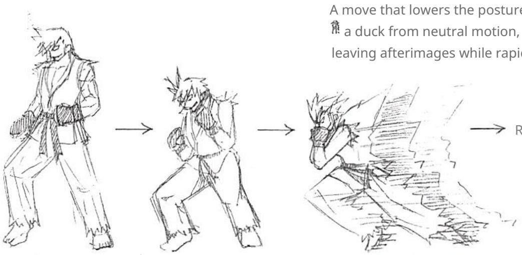
Brainwashed Ken

Ken who has been brainwashed and had his limiter released. His movements seem to retain some of his original image while being instructed to be more inhuman.



<Action Description>

A move that lowers the posture like a duck from neutral motion, leaving afterimages while rapidly moving forward



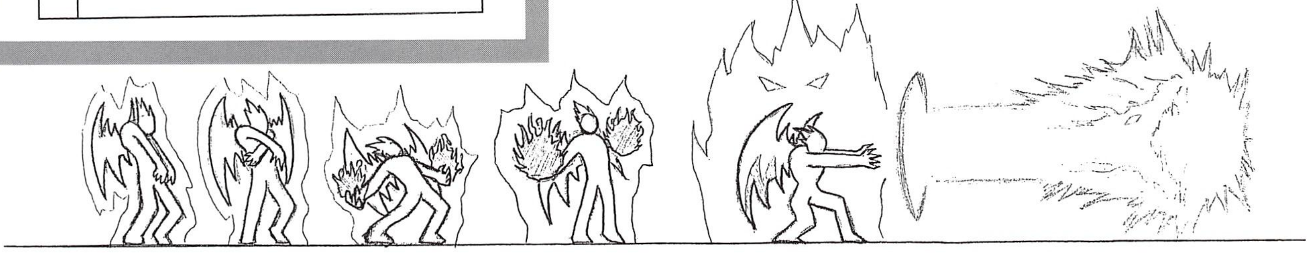
Notes/Communication Column

<Effect of the Move>

The same as Chris's (KOF2002 appearance) scramble dash

Extremely high-speed movement that confuses the enemy and can evade high attacks.

Materials



Emits an aura from the entire body, transforming into a devil form.

In devil form

Gather the demonic flames in both hands.

Flare

Unleashes the stored flames all at once!!

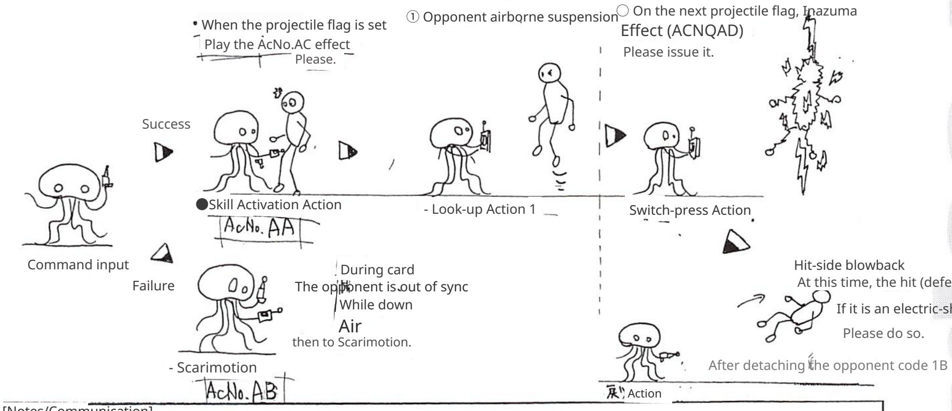
At this time, the aura over the entire body also reaches its maximum.

This flame is temporary, but I want to place something within the flame that matches the image.

Demitri Maximoff

Demitri

Demitri of "Vampire". The move animations also seem to aim for a classic monster-style presentation.



• When the projectile flag is set
Play the AcNo.AC effect
Please.

① Opponent airborne suspension

○ On the next projectile flag, Inazuma Effect (ACNQAD)
Please issue it.

Success

Command input

●Skill Activation Action
AcNo.AA

- Look-up Action 1

Switch-press Action

Failure

During card
The opponent is out of sync
While down
Air
then to Scarimotion.

- Scarimotion
AcNo.AB

Hit-side blowback
At this time, the hit (defeated) side
If it is an electric-shock effect
Please do so.

After detaching the opponent code 1B

展 Action

[Notes/Communication]

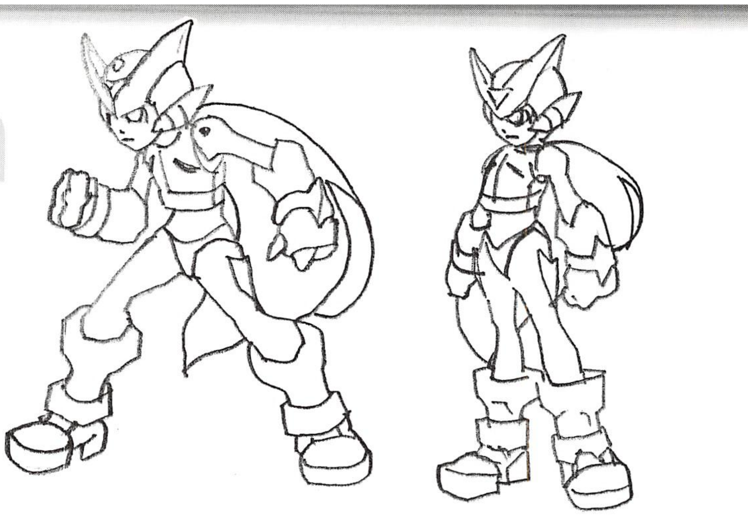
※When a throw is successfully executed, the character becomes invincible.

Offset data PD_OFT_DATA02.BIN

#25×2

Mars People

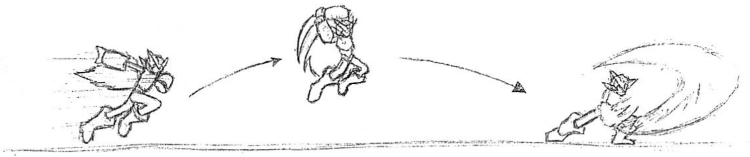
Rockman Zero



Rockman Zero

The original action game "Rockman Zero". Therefore, the character's moves as a fighting-game fighter appear to have been created from scratch. Like an action-game character, the lively image is conveyed from the concept art.

Rockman N



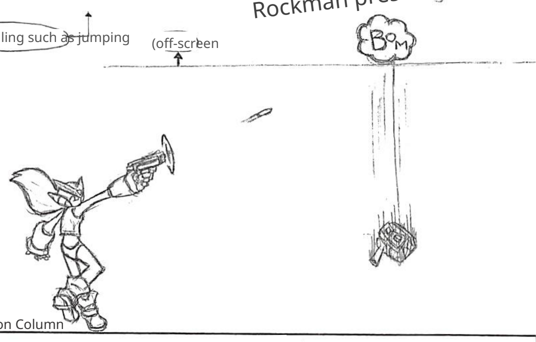
Dashes forward in a charge.

Lightly, bounce and wind up.

(Feeling like charging power in midair)

Follow through at the moment of landing.

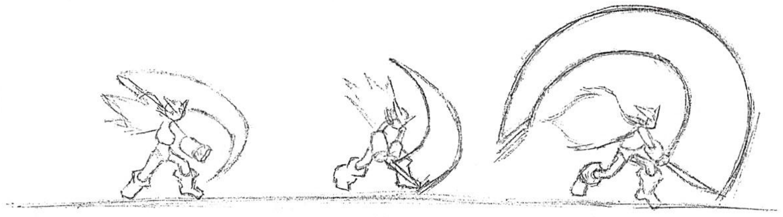
Rockman presentation


(Screen scrolling such as jumping
(off-screen
BOM

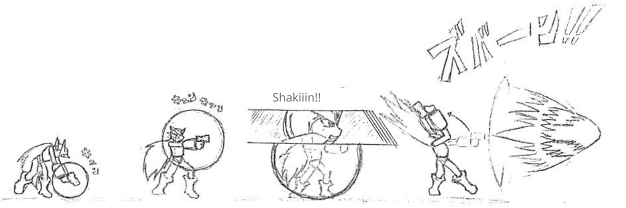
Notes/Communication Column

Zero fires a plaster shot diagonally upward!!

Then, from within the smoke, one "enemy character" falls at random.



(1-hit slash) → Additional input → (2-hit slash) → Additional input → (Three-strike slash)



From a bent-over stance energy gathers in both hands Charging continues...

The body rises up. Along with that, energy also It keeps growing larger and larger...

When the energy has wrapped the whole body, a profile cut-in of Zero appears.

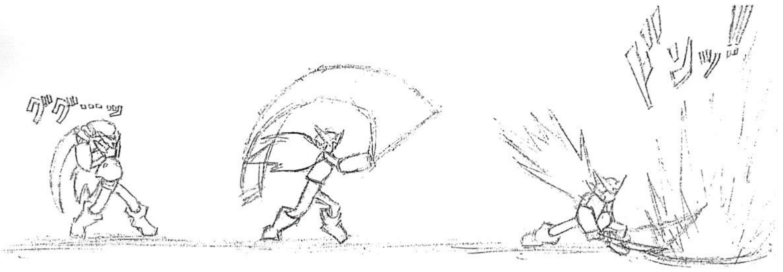
A maximized version of is fired!!

[Notes/Communication]

Both in terms of technique and presentation Because I want to convey the overwhelming power as if Zero has drawn out his limit, I am thinking of inserting a cut-in.

As a point to insert the cut-in, I'm also considering whether it's acceptable to input it a

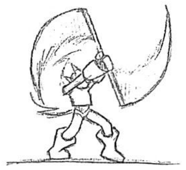
(If it doesn't match the overall image, then why the cut-in



He raises his sword. He grunts... gathering strength.

He swings the sword down.

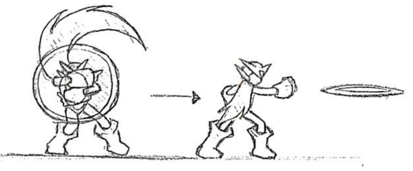
From where it was swung down a pillar of energy rises!!



Triple Rod (rotation)

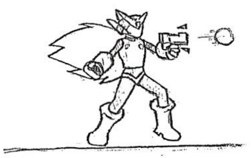
- ● Point the spear slightly upward and rotate it.

(None in mid-air)



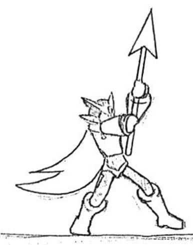
Shield Boomerang

- ● Create a barrier that reflects projectiles.
- ● While holding the button after creating the barrier, release it to throw a boomerang. Additional input

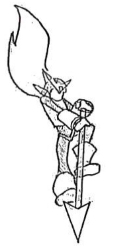


Buster Shot

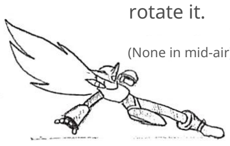
- ○ Also available in mid-air.
- ● The projectile changes depending on weak or strong input.



Upward Thrust

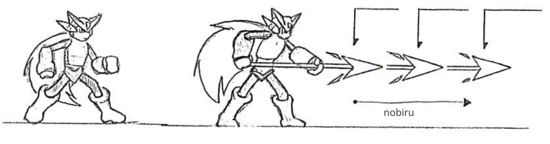


Downward thrust in mid-air



Sliding

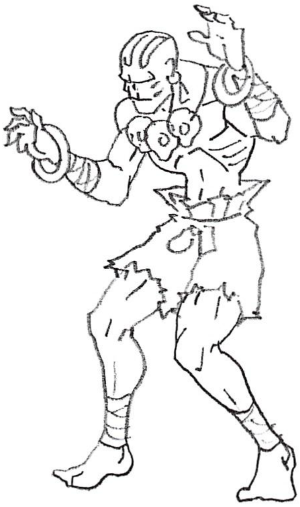
1st thrust 2nd thrust 3rd thrust



Dhalsim

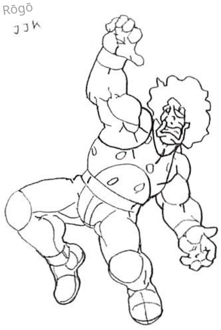
Rough sketch of a standing pose. This is imported into the computer and finished as a standing-pose pixel art.

Daru N

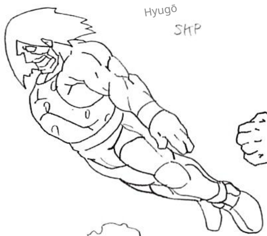


Dhalsim

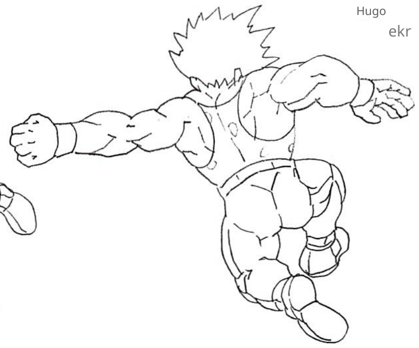
Rōgō JJK

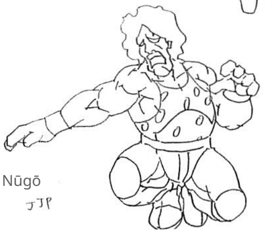


Hyugō SHP

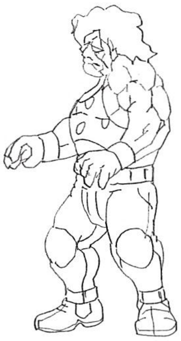


Hugo ekr





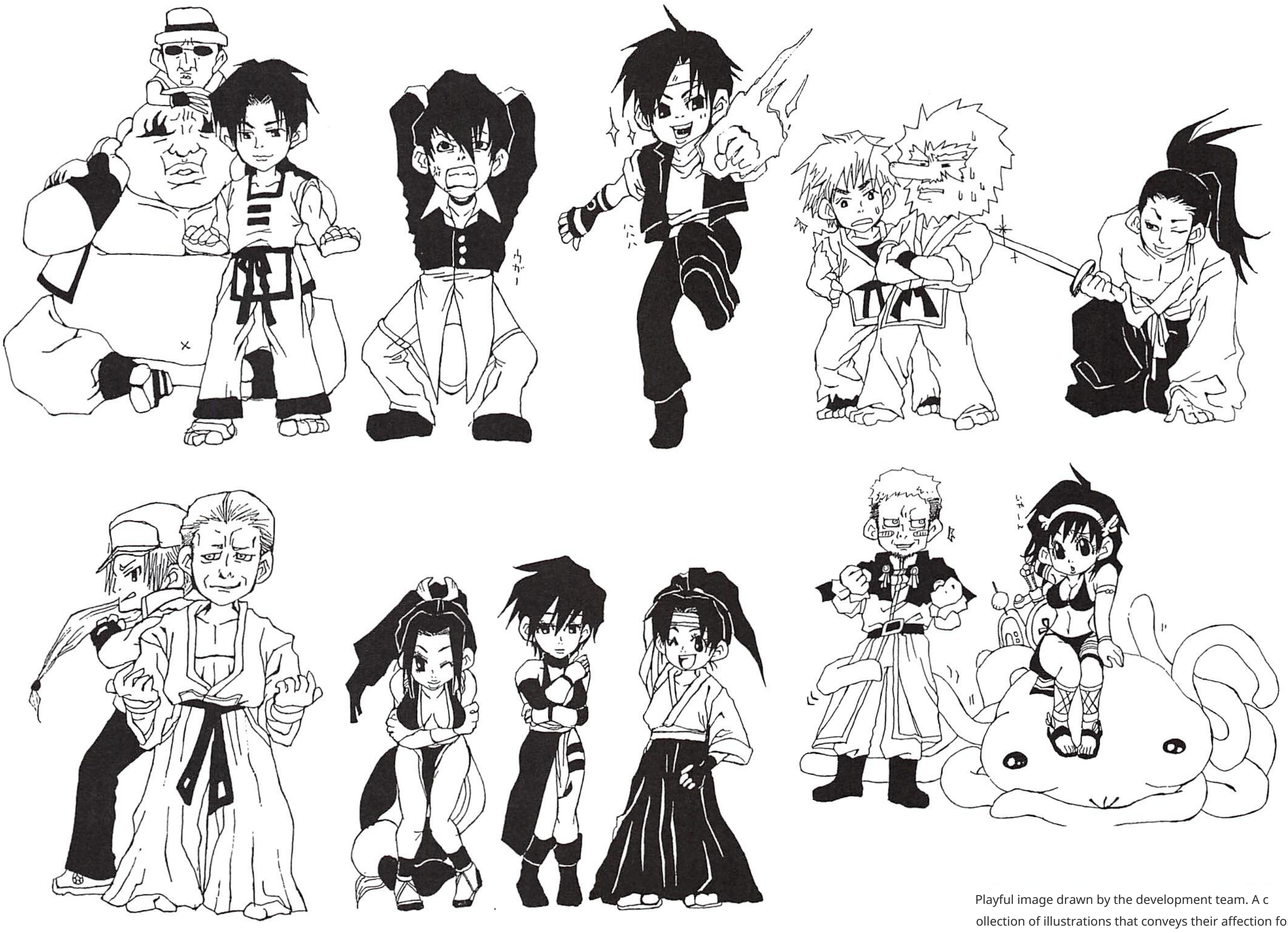
Hyūgō Nūgō JJP



Hugo

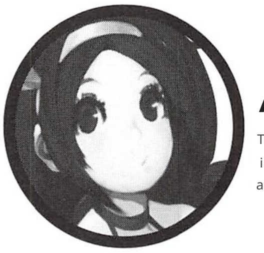
Hugo concept sketch. A gigantic physique The sense of power behind the attacks emanating from that massive body comes through even in the sketch.

Hugo



Playful image drawn by the development team. A collection of illustrations that conveys their affection for the character.

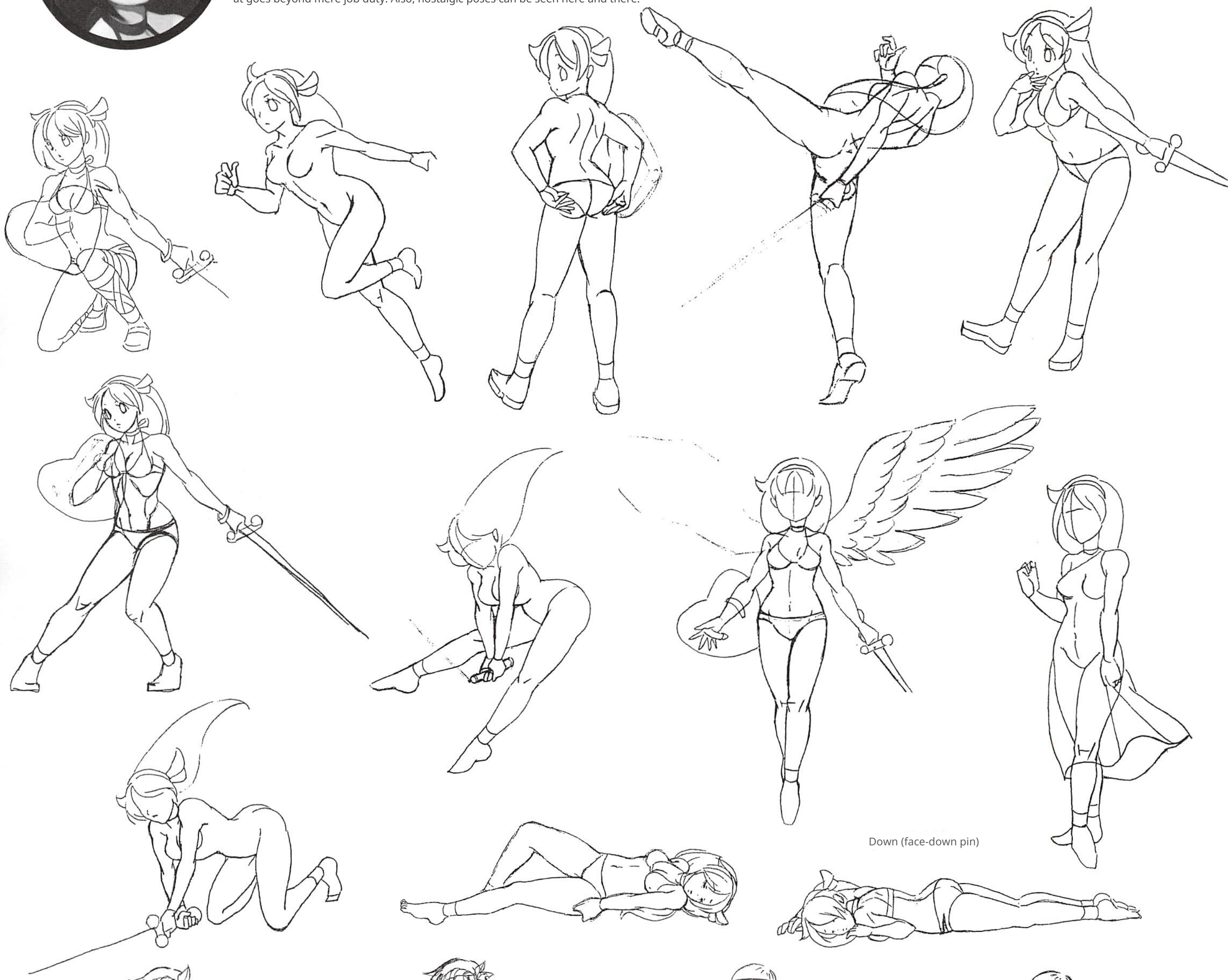
Development fancy? Doodles



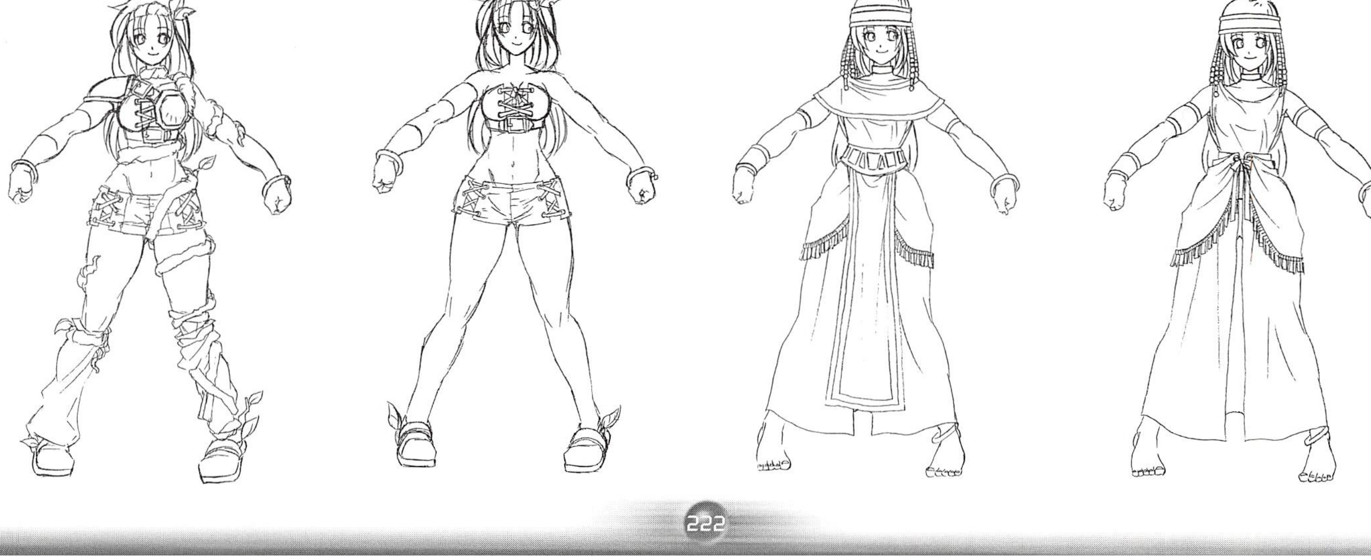
Athena

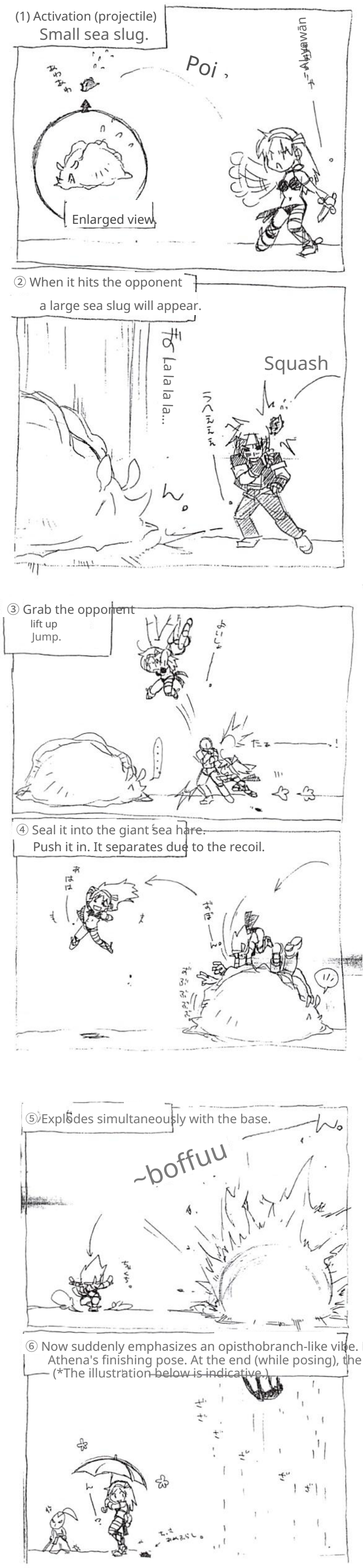
Athena

The final boss Athena’s pose, part of the setting. These illustrations seem to convey a passion for the work that goes beyond mere job duty. Also, nostalgic poses can be seen here and there.

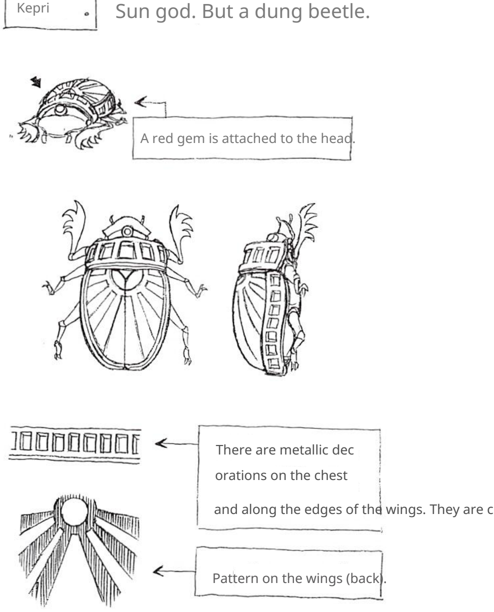


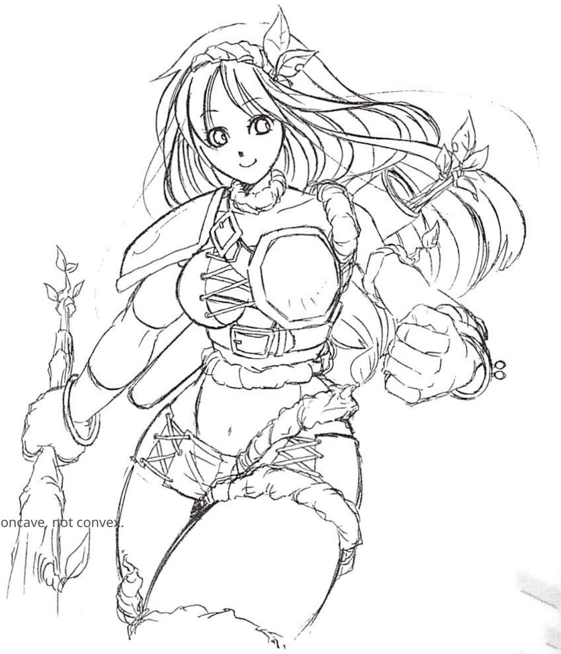
Down (face-down pin)

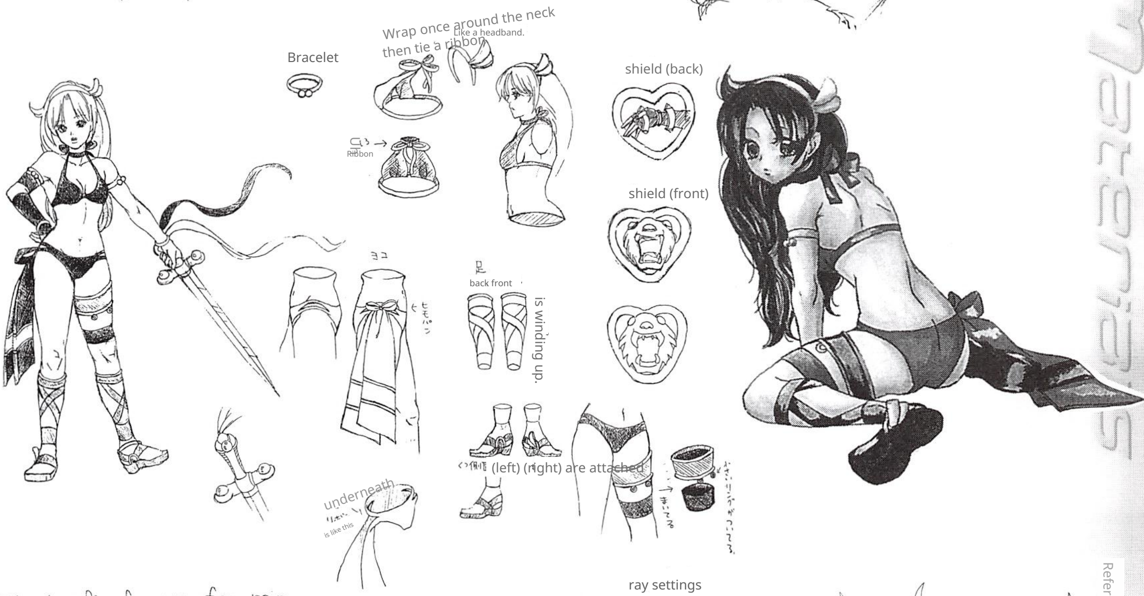


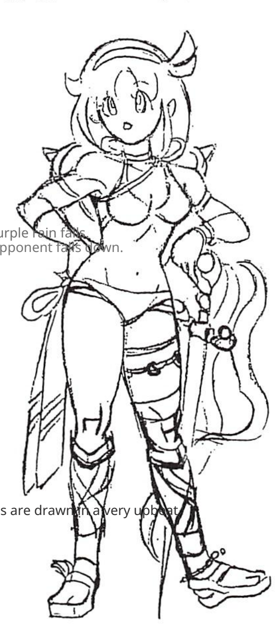

(1) Activation (projectile)
Small sea slug.
Poi
uwawan
Enlarged view
② When it hits the opponent
a large sea slug will appear.
Squash
La la la la...
③ Grab the opponent
lift up
Jump.
④ Seal it into the giant sea hare.
Push it in. It separates due to the recoil.
⑤ Explodes simultaneously with the base.
~boffuu
⑥ Now suddenly emphasizes an opisthobranch-like vibe. Purple rain falls.
Athena's finishing pose. At the end (while posing), the opponent falls down.
(*The illustration below is indicative.)

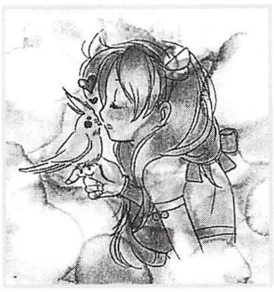
Storyboard sketches for technique proposals. The instructions are drawn in a very upbeat and energetic manner.

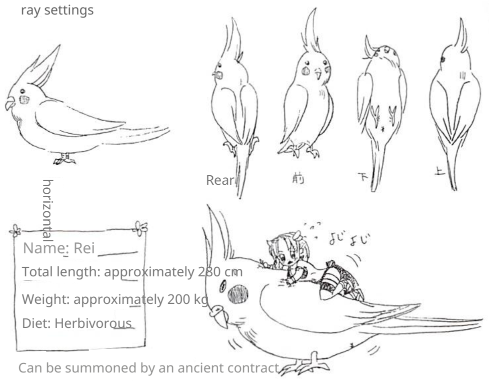

Kepri
Sun god. But a dung beetle.
A red gem is attached to the head.
There are metallic decorations on the chest and along the edges of the wings. They are concave, not convex.
Pattern on the wings (back).



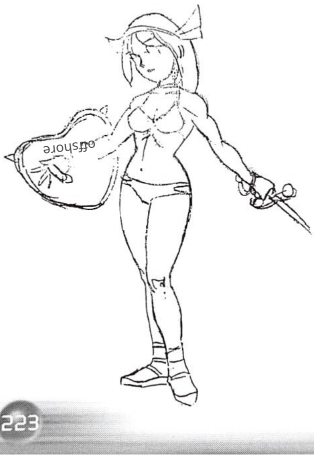

Wrap once around the neck then tie a ribbon
Like a headband.
Bracelet
Ribbon
ヨコ
back front
is winding up.
(left) (right) are attached
underneath
is like this
shield (back)
shield (front)


The sacrifice for pray for rain.

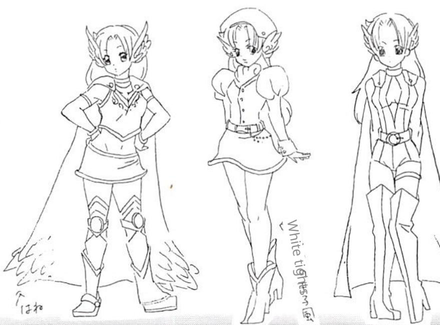



ray settings
Rear
horizontal
Name: Rei
Total length: approximately 280 cm
Weight: approximately 200 kg
Diet: Herbivorous

Can be summoned by an ancient contract.
Low-ranking avian deity



Rejected costume for Rei & Ixion


White tights

Editorial Postscripts

Editors

●This collaboration game with Capcom is SNK Playmore's first attempt of its kind—are players enjoying it? I hope this book helps you enjoy the game. (Saruwatari)

●A brand-new competitive fighting game after a long time. While the roster is crowded with many familiar faces, the hidden characters are exciting! Which do you prefer, the new faces or the familiar ones? (Practicing colors and Zero! Shimoda)

●Due to various circumstances, this is the first time our editorial department has published a mook bearing the name "Capcom". In fact, it's the first in four years. ...... Saying it's the first yet calling it the first in four years — what on earth does that mean!? (Sugita)

●Thanks to its simple game system, beginners can play casually, while advanced players can enjoy the tense back-and-forth exchanges that recent fighting games lack. Why not dive deep with this book in hand and explore it thoroughly? (Kawano)

● A "dream showdown" from the SNK Playmore side has come true. Did you have sweet dreams? Mook has been so busy that he hasn't been able to go to the arcade at all. His skills are wasting away... Ah! His arm has turned charcoal-colored—nice!? (Muscle Kitaura) ● A uniquely festive (secret) character selection full of a "can't-find-it-anywhere-else" atmosphere. As expected, when they let loose in this kind of area it's a blast. Don't get angry even if a mysterious creature says "Popa!" to you! (itakyo)

● Combos that keep getting more and more difficult. Young boys and girls pull them off without effort, but as you get older you really lose the ability. If you can't do combos you won't win~. (Makoppi-chi)

● This game, with its deep mind games involving GC Front Step, is an exciting 2D fighting game that finally clicked with me after a long time. It's a secret that we played so many matches in the editorial department that our work fell a bit behind... (Majin)

●Matchups in this game are quite complex, so it's recommended to try out various characters. You may find that you can beat opponents you previously couldn't with an unexpected character. (Mars and Zero are my favorites — phew)

●The creation of this book will be a memory of this summer... Please cherish this volume, into which we poured our summer — doing so will be the greatest tribute to us. (This time with Kasumi saying, "Are you prepared... all right?!" as the OJA)

●Since this installment was developed by SNK Playmore, it was interesting to be involved in the production with a different flavor from "Capcom vs. SNK 2." If there is a next title, I would like to see more of the other characters. (Iizuka)

● Be sure to check the Mars People and the Rampaging An Hermitage (暴走庵) in the battle-start messages. Communication beyond human understanding is taking place. For now, the goal seems to be to execute a GC Front Step using the lever! (Snatch)

●I was in charge of the Sweet Bliss page in the mook. As a result, I was able to experience a glimpse of this game's extraordinary spirit of service. Everyone should play it themselves and enjoy it. (Brewmaster/Store Manager Taguchi)

●I was mainly taking screenshots this time, but Geese—who seems intent on invading the Earth (?) and who tears that alien to pieces and throws it left and right—looked every bit the hero of justice... (Katsuda)

Writers

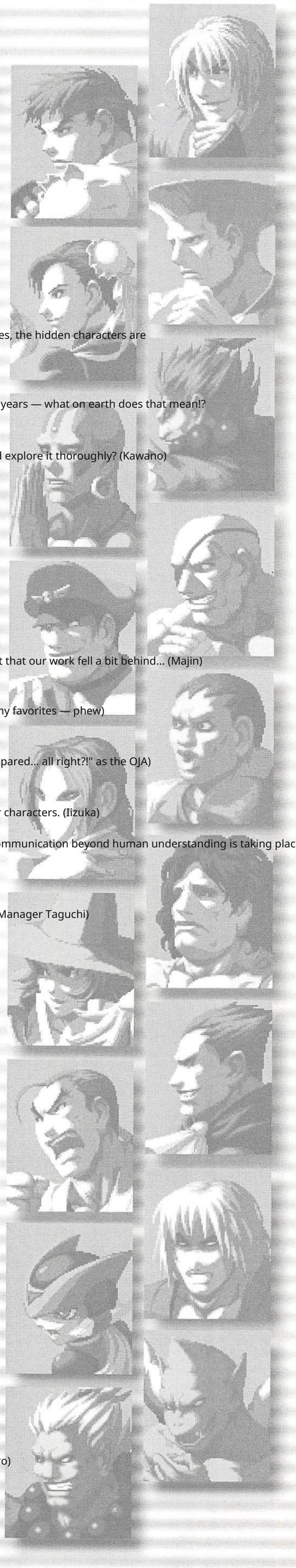
● What is enjoyable and what is not? It's natural that people perceive this differently, but these days I wish people would avoid voicing negative things as much as possible. (Maryu) ● At the time of writing this, I still haven't participated in an "SVC Chaos" tournament even once, so I'm eager to experience the atmosphere of a new game's tournament soon. (Kyokugendo)

● New games really are great. You can feel your own growth, make new discoveries, and even play against people you normally wouldn't face, which makes your previously narrow world feel bigger. (OYZ)

●The standout character I worked on in this game is "Zero." Because he can do a lot with Cyber Elves, he turned out to be a very interesting character. I also want to heal my HP with a nurse... (Ken-chan)

●I am truly grateful to "SVC Chaos" for bringing me into a fateful encounter with a character named Vega amid my busy everyday life. Kyokugendo is soothed by Athena, while I find comfort in the Head Press. (Pachi) ●The mind games around GC Front Step are really interesting in "SVC Chaos"—are you all playing it? Above all, I liked "Bee-po-pa-ppa-bo-pe-pu!" (Hameko.)

● The submission corner A-Fro of Monthly Arcadia is accepting contributions related to arcade games. If reading this mook makes you want to create illustrations or write articles, please send in your works. (Sakutaro)



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SNK VS. CAPCOM SVC CHAOS

-EXTREME ENCOUNTER-

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full name		years old	Male and Female	model/type
date of birth 19 year Moon day	phone ( )			
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※ The deadline for winning the present is the postmark on March 16, 2004. Entries postmarked after this date will be invalid, so please be careful.

enterbrain mook ARCADIA EXTRA Vol.12 SNK VS. CAPCOM SVC CHAOS -EXTREME ENCOUNTER-

Q1: Please give your impressions of this publication.

Q2: Please tell us which article you found interesting and the reason you chose that article.

Article you found interesting:

Reason:

Q3: Please tell us which article you found uninteresting and the reason you chose that article.

Article you found uninteresting:

Reason:

Q4 Among the SNK and CAPCOM characters appearing in this work, please tell us which character you like the most and why.

SNK character names	
Reason	
CAPCOM character names	
Reason	

Q5: If a sequel were to be released, what kind of characters would you like to see appear?

SNK character names	
Reason	
CAPCOM character names	
Reason	

Free entry (Prefecture) (P.N.)

※The illustrations drawn in the questions & free-entry section of this survey postcard, and the passionate thoughts about this work, may be published in Arcadia magazine's reader submission column "Arcadia Frontiers" or in "MVS Daimyojin." Please understand.

Thank you for cooperating with the questionnaire!

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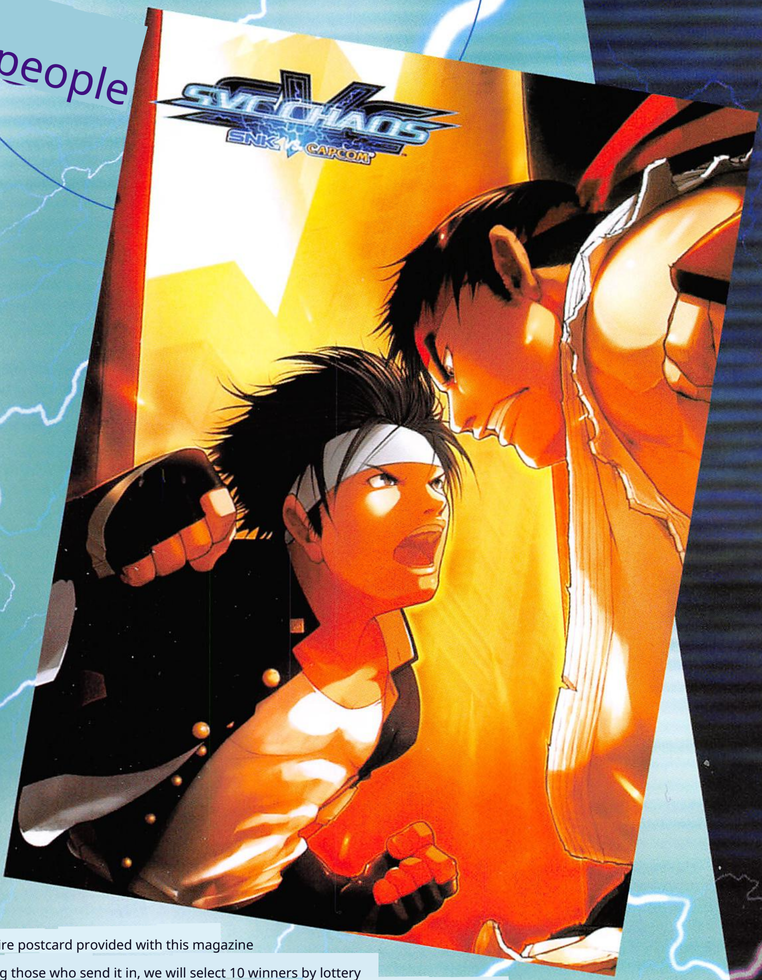
PRESENT

"SNK VS. CAPCOM SVC CHAOS" special poster

10 people



Questionnaire postcard provided with this magazine

From among those who send it in, we will select 10 winners by lottery to receive a special poster for "SNK VS. CAPCOM SVC CHAOS". Please be sure to apply, clearly indicating the required information.

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ARCADIA EXTRA Vol.12

SNK VS. CAPCOM SVC CHAOS EXTREME ENCOUNTER

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